



ADVENTURERS LEAGUE™

CITY OF DANGER

On the southern shores of the Moonsea, the residents of Mulmaster have eked out a living where others would likely have given up long ago—in a bleak city where corruption is rampant and the Church of Bane holds sway. In these five short, introductory adventures, you will travel the breadth of the City of Danger, meet its people, see its sights, and witness firsthand how the city truly has earned its ominous moniker. An introductory adventure for 1st-2nd level characters.

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INTRODUCTION

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

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

This adventure is broken up into **five mini-adventures**, each of which takes approximately one hour to complete. A group can play through any or all of these adventures in whatever order they choose.

The adventure is set in the Moonsea region of the Forgotten Realms, in 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 that the optimized group size. Most of the time, this is used for combat encounters.

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

This adventure is **optimized for a party of five 1st-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 equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
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*TM has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

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

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

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

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

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

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

SPELLCASTING SERVICES

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

ACOLYTE BACKGROUND

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

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

CHARACTER DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

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

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

DEATH

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

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

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

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

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

ADVENTURE BACKGROUND

It is said that Mulmaster, nestled on the southeast corner of the Moonsea, has a climate that is cold and unforgiving—but the climate is downright pleasant when compared to the temperament of its population. The ruling council of 16 nobles, known as the Blades, represents the interests of the 49 noble houses of Mulmaster. With the Church of Bane and a powerful military backing the nobles, the citizens of Mulmaster eke out an oppressed existence—often at the expense of one another.

The city's resources are hoarded by the powerful, and the common folks lead grim lives because of it. A recent influx of refugees now gives the powerless Mulmasterites someone to sneer at—and possibly take advantage of. Crime, corruption, and fear fester in the crowded ghettos of the displaced and the desperate.

Even as despair and desperation roil among the masses of Mulmaster, rumors of a new cult gaining power in the city pass from tavern to tavern, from angry mouth to fearful ear. Whispers of the strange cult add to the mistrust, but others begin to consider how they can use this new addition to better their own situations. When power is offered to the powerless, strangeness sometimes isn't a deterrent to curiosity.

OVERVIEW

City of Danger is broken into five mini-adventures, each designed for **one to two hours of play**. Therefore if you are attempting to run all five missions in one session you need a minimum of five hours to do so (and probably more). If running this adventure as part of an event that cycles players through quickly, the DM should be familiar with the mini-adventures that he or she is going to run. At public events, time is often the most important factor. Get the players into the mini-adventure as quickly as possible, keep an eye on the clock, and take whatever shortcuts are necessary to stay on schedule.

If time is not an issue, let the characters spend more time interacting with the non-player characters within the mini-adventures.

It is not required that the mission be played in order.

ADVENTURE HOOK

Each mini-adventure begins at the estate of Astrid Saj, a wealthy merchant who hopes to elevate her family and become one of the 49 noble houses ruling Mulmaster. Mistress Saj is trying to impress the citizens of Mulmaster—noble and commoner alike—by hosting a party that lasts a full ten-day. She knows that Mulmasterites take their festivities seriously, as these celebrations are an escape from their harsh reality.

The characters, being new to Mulmaster and finding lodging unavailable and food terribly expensive, are hired by Mistress Saj to work at her extravagant party: they might act as bouncers, guards, entertainers, servers, spies, or any other role they wish to take on. Each of the mini-adventures is launched by the characters' interactions with others at the party.

In a time-sensitive event such as this one, adventure should find the characters quickly and without much fuss. If play time is not a factor, the DM can allow the adventure hooks to play out more slowly, or a DM might even create his or her own hooks that best match the characters at the table.

At the beginning of each mini-adventure, the DM can read the following text to set the stage for the players. If playing several of the mini-adventures sequentially, the DM can read this introduction just once before the initial mini-adventure, and then just launch into the subsequent mini-adventures directly.

The rumors you heard about the harshness of the city of Mulmaster may have seemed exaggerated at first, but having spent a few days in the City of Danger, those rumors were completely accurate. The citizenry of Mulmaster is openly hostile to outsiders, the City Watch little more than licensed bullies, and the merchants only as friendly as the coins you can offer.

When it looked like you might have to leave the city for lack of coin, lodging, or employment opportunities, Tymora's fortunate gaze fell upon you. A wealthy merchant named Astrid Saj, looking for a way to gain a noble title for her house, decided to hold a party at her estate. This celebration, open to all, is planned to last for a full ten-day, with all social classes of the city free to partake of the food, drink, and entertainment.

A number of temporary servants have been hired to act as guards, servers, bouncers, entertainers, cooks, spies, or other positions. With little money and fewer prospects, you find yourself in Mistress Saj's employ. She has proven herself a generous employer and has provided you with food, lodging, and some coin for your efforts. More importantly, you are getting the opportunity to mingle with citizens of Mulmaster, from the wealthiest nobles to the lowliest beggars. Certainly some adventuring work will come from this!

The mini-adventures can be played in any order. It is assumed that the characters get a long rest between the sessions.

SAUL (OPTIONAL NPC)

Saul is a male halfling; a footman in the house hold of Astrid Saj. Inquisitive, knowledgeable and talkative, Saul can be used to impart information about Mulmaster, other servants or guests or alert the characters to job opportunities. Saul can be a tool for DMs running multiple mini-adventures for the same group, or to encourage characters to take even the low paying jobs.

MINI-ADVENTURE 1: HATRED LIKE CLAWED WIND

REVENGE AND DECEPTION

Binnacy's story is simple. Her youngest sister Maude showed an innate affinity for magic when she reached womanhood. And when the Cloaks insisted that the young woman be trained by them, Maude stubbornly refused—despite her family's urging.

Eventually, Maude's refusal would result in her exile from Mulmaster. Maude's family scrambled to find the young woman and send her to live with her aunt and uncle in Phlan. However Maude was beset upon by bandits who robbed and slew her before her parents were able to locate her.

Binnacy and her family swore vengeance, entreating the god Talos, the god of storms, to destroy the Cloaks—specifically Nelvon deJun, the Cloak who, in their minds, is responsible for the young Maude's death.

In the years that followed, the Kron family was contacted by an acolyte of Talos named Proskler. The acolyte devised a plan to capture someone dear to Nevon DeJun, kill them, and show the Cloak first-hand what pain he had caused the Kron family.

On the second day of the celebration, Binnacy and her brothers took the first step in exacting her family's revenge. She attacked Larch deJun, which she knew would cause someone to notify the City Watch. Two of her brothers, Arne and Jaque—members of the Watch themselves—made sure they were nearby and answered the call to restore peace. Instead of helping Larch home, however, they abducted the boy and took him to their assigned watch tower to meet Proskler and finally carry out their revenge.

They are, however, wholly unprepared for the horrors that they eventually witness. What Binnacy and her kin do not know is that Proskler secretly pays homage to the Cult of the Howling Hatred—one of the four Cults of Elemental Evil—and has found a great opportunity to bring sacrifice to his dark and volatile order in the Kron's thirst for revenge.

CELEBRATION!

When the players are ready to begin, read the Adventure Hook read-aloud text if appropriate, then continue with the read-aloud text of this mini-adventure.

Today's festivities at the Saj Estate have been quite peaceful, with only a disorderly drunk or an unskilled pickpocket occasionally causing a stir. That's why it's surprising that the loudest and most violent confrontation didn't involve revelers, but was instead a melee between two servants.

One of Mistress Saj's seamstresses—a young woman called Binnacy—a seamstress for Mistress Saj, surprised everyone by brutally attacking a stable hand called Larch who was later escorted home by the City Watch, bruised in body and ego.

As your shift ends, you are approached by a man whose crooked staff and brooch identify him as member of the Cloaks, the organization that any citizen practicing arcane magic in Mulmaster must join.

"I am told that you witnessed an attack on my brother earlier today," the man says pointedly, "Perhaps you could explain why he hasn't made it home yet."

Larch's brother, Nelvon deJun, is a member of the Cloaks. In his role within the organization, Nelvon seeks out denizens of Mulmaster that practiced unsanctioned magic, and he "encourages" them to register with the Cloaks. Those that refuse are typically exiled from Mulmaster, but it is not unheard of for those practicing illegal magic to disappear permanently.

ROLEPLAYING NELVON DEJUN

Nelvon is on the older end of 30 years of age, with a long dark mustache and close cropped black hair. Ambitious with an eye for detail, he is a true believer in the righteousness of the Cloaks. He is slightly embarrassed that his young brother is a mere stable hand at the advanced age of 18 and seems to be content being so. Larch is the baby of the family. As eldest he feels responsible for insuring Larch's safety and he does genuinely care.

As the characters interact with Nelvon, use the following bullet points to guide the conversation.

- Nelvon says that Larch is a simple lad of 18 years with a good heart. He simply hasn't the guile or wit to be involved in any schemes. He is a simple stable hand who still lives with his parents, although the lad has aspirations to be a holy warrior of Tyr. He has a long way to go, though, as evidenced by his thrashing at the hands of a simple seamstress.
- As a Cloak, Nelvon is often required to interact with dangerous people. He has a great many enemies within the citizenry of Mulmaster and fears that someone may have taken revenge by targeting Larch.
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- Nelvon is currently on Cloak business (which he refuses to talk about), but he is willing to pay the characters a total of 100 gp of his own money, in advance, to investigate the disappearance of his brother. He adds another 50 gp gold pieces each if they are to bring Nelvon safely back to the Saj Estate.
- Nelvon warns the adventurers that if they take the gold and do nothing, they earn the ire of the Cloaks. The Cloaks are not an enemy that any sane person would want to make.
- Nelvon suggests that the characters begin their investigation with the seamstress that attacked Larch. She may have some reason to be angry with the Cloaks, but Nelvon is not sure.

If the adventurers agree to Nelvon's plea, he gives them a fur-trimmed, satin pouch containing 100 gp, and takes his leave to return to his duties. The characters may be interested in Nelvon's missions and tempted to follow him, but he easily loses them in the narrow, winding streets of Mulmaster.

THE ANGRY SEAMSTRESS

Binnacy Kron is still at the Saj Estate, and the characters have no trouble finding her. She is alone in one of the servant areas, mending a torn cloak for one of the visiting revelers.

ROLEPLAYING BINNACY

Binnacy is a powerfully built human female; short and stout. It is obvious she has spent much time in manual labor, and seems ill-suited for her role as a seamstress. Long brown hair frames her broad face, with deep set brown eyes sparkling fiercely when angry. Lately, she is angry more often than not.

While she believes in her families plan for revenge, she is also worried that her brothers may find themselves in trouble for their role in the proceedings.

INTERACTING WITH BINNACY

Binnacy begins her interactions with the adventurers in a guarded and hostile posture. How much of her story she reveals, and how quickly she reveals it, depends on the tactics the characters employ.

As the DM, keep track of two aspects of this interaction: how much information the adventurers get and the speed at which they get it. These aspects impact the difficulty of the battles they face later in the mini-adventure. As a general rule, the more successful the characters are in swaying Binnacy's attitude, the more information she provides.

In terms of success, there are three levels: *exceptional*, *marginal*, and *poor*. The amount of information, and the speed at which they are able to glean it from Binnacy's hate-filled ramblings depend largely on the method they employ to get it out of her.

- **Intimidation.** If the characters attempt to browbeat Binnacy into divulging any information, they learn that she is easily intimidated—likely due to all of the stress that she has experienced during the last few hours. If a character succeeds at a DC 5 Charisma (Intimidation) check she bursts into tears and divulges the entire plot. She informs the characters that her brothers have taken Larch to the top of a City Watch tower near the shrine of Talos, the god of storms, to slay him as retribution for Nelvon's role in her sister's death. If successful, this is an *exceptional* success.
- **Deception & Persuasion.** The find that Binnacy is a bit more head-strong than they would expect. She's been burned by people she thought she could trust before, and is hesitant to let it happen again. In order for the characters to gain her trust, they must succeed at a DC 15 Charisma (Deception or Persuasion) check and even then, she admits only that her brothers have taken Larch to a City Watch tower near the shrine of Talos, the god of storms, to kill him. If successful, this is a *marginal* success.
- **Failure at Either.** If the adventurers are unsuccessful in their interactions with Binnacy, they find Binnacy extremely resistant to their questions. She does, however, accidentally let it slip that Larch is in a City Watch tower near the shrine of Talos, the god of storms, but says nothing about who he is there with or why. This is a *poor* success.

Once they learn that Larch is in a nearby City Watch tower on the western side of the city (two towers north of the Storm Gate, overlooking the shrine of Talos outside the city walls), the characters continue to the next encounter.

THE TOWER

Binnacy's brothers, Arne and Jaque, brought Larch up through their watch tower and have him bound atop the city wall. The pair, along with two of their other siblings and their mentor Proskler, are in the process of performing the revenge ritual.

To access the top of the wall, the characters must navigate the City Watch tower to its top. When they arrive at the watch tower, read the following.

The watch tower where Binnacy's siblings are stationed looks like most of the other towers set into the walls surrounding Mulmaster. It is roughly 20 feet tall, providing access to the top of the city wall. A single door leads into the tower from this side of the wall. As you approach the tower, a strong gust of wind hits you, nearly to knocking you off your feet.

A DC 15 Wisdom (Arcana or Nature) check reveals that the wind is not natural, and it seems to emanate from the tower itself. Any adventurer attempting to climb to the top of the tower or the wall without entering it find that the wind rages as they try to climb, making it impossible to climb or fly without being knocked away; even spells that involve teleportation inexplicably fail.

If the adventurers knock on the tower door, no one answers but the door opens slightly. When they look inside or enter, continue:

The inside of the tower is sparsely furnished. The space is divided into a couple of holding cells as well as a places for guards to rest, storage lockers for weapons and armor, and other places for official City Watch business to be carried out.

At first you see no one in the room, but then you notice two figures, both wearing City Watch uniforms, unconscious on the floor. They appear to have been struck on the head, but their injuries are not life-threatening.

Along the interior of the tower, two curving staircases ascend to a pair of trapdoors in the ceiling. These provide access to the top of the tower, which opens onto the top of the city wall.

If the characters take the time to wake the unconscious guards with a successful DC 10 Wisdom (Medicine) check or magical healing, the characters learn that two of their City Watch brethren arrived with an unconscious person in tow. These two guards assumed it was a prisoner, but when they turned their back, the brothers struck them for some reason.

The two guards are in no shape to assist the adventurers, and insist that they should leave to report the incident to their supervisors. As the characters deliberate their next course of action, a loud wind reverberates from atop the tower, sending the trapdoors in the roof above to rattling and shuddering on their hinges. If the characters do not act within a reasonable amount of time to get to the top of the tower—such as by

fleeing or by leaving to find help elsewhere rather than handling it themselves—the Kron brothers and Proskler complete the ritual by the time help arrives. Larch is dead by their hand, and they have escaped.

When the characters move to climb the stairs, **glyphs** flash to life on both the trapdoors and a powerful gust of wind bursts forth. All characters on the stairs must succeed at a DC 10 Strength saving throw or be blown from the stairs, taking 3 (1d6) bludgeoning damage, and be unable to climb the stairs until the glyphs are disabled.

Anyone making the saving throw can reach the top of the stairs and access the trapdoors. There are different ways to disable the sigils.

- **Brute Force.** A glyph (and the trapdoors they are inscribed upon) can be destroyed by attacking it. The trapdoor has an AC of 15, has 18 hit points, and is resistant to piercing damage and immune to psychic damage. This simultaneously destroys the glyph and opens the trapdoor. It also warns the Kron brothers of the adventurer's pending arrival—their initiative checks in the following combat are made with advantage.
- **Thieves' Tools.** A character with a set of thieves' tools within 5 feet of the trapdoor that succeeds at a DC 10 Dexterity check successfully disables the glyphs.
- **Arcana or Religion.** A character proficient with either of the two skills may focus their concentration and dispel the glyph with a successful DC 10 Intelligence (Arcana or Religion) check. It can be done from anywhere within the tower, though the DC increases by 5 if attempted by someone not adjacent to the trapdoor.

At this point, players may think to climb the outside of the tower wall. The winds still make it impossible. If all of the characters fail the Strength saving throw, and they can do nothing to destroy or disable the sigils from a distance, the wind from the glyphs lasts for a minute before fading; allowing the adventurers to ascend to the tower's upper level.

THE TOP OF THE WALL

When the characters break through the trapdoors leading to the top of the wall, they see the ritual in progress (unless they left to find help, in which case, they find only the dead body of Larch). If the characters got a poor success in their dealings with Binnacy, another of Binnacy's sibilings is present—a fifth guard taking part in the ritual.

The unconscious form of Larch, bound with rope, lies at the feet of a man dressed in the black and grey robes of an acolyte of Talos, wreathed in swirling winds. If Larch wasn't secured to the top of the wall by an iron stake, it is likely that the whirlwind would easily blow him from the wall.

Between you and this odd scene are four burly humans, two wearing City Watch uniforms, but all similarly armed and armored. All of these sinister people have features similar to those of Binnacy the seamstress.

As your group arrives atop the wall, the man within the whirlwind points at you. "Talos' demands that you kill the intruders who stand in the way of your vengeance! Break their bodies and give them to the storm!"

The whirlwind around Proskler protects him from any attacks—be they melee, ranged, or magical. Proskler does nothing to help his allies or hinder the characters in the battle. He is focused solely on completing the ritual.

Binnacy's sibilings are here; four **guards** in total. They form a defensive line in front of Proskler, hoping to give him time to complete his ritual.

WINGS ON THE WIND

When the last of Binnacy's sibilings falls, the hatred that was fueling Proskler's ritual dies with them. With a shriek of frustration and panic, Proskler curses the characters. If the characters earned an exceptional success in their dealings with Binnacy, the hippogriff in the next battle is not present.

As the last of the Kron brothers falls, the turbulent air surrounding the acolyte reaches a howling crescendo before expanding rapidly outward, kicking up leaves and other debris in a blinding cloud. Smaller funnel clouds break off from the larger and bluster around your heads further obscuring your view. Unseen within the tumult, the acolyte's shriek becomes a howl of rage; "You will feel the cold breath of my master soon enough."

A few moments later, the winds coalesce and take a number of solid forms resembling red feathered hawks, each with two motes of red light burning within with undeniable loathing. The acolyte, however, is nowhere to be seen, seemingly spread to the winds themselves.

In his escape, Proskler was "gifted" with eight **blood hawks** that swarm the characters. They try to work in groups of two in order to take advantage of their *pack tactics* ability. There is also one **hippogriff**. These creatures as normal, but any character succeeding at a DC 10 Intelligence (Arcana) check realizes that they have been summoned from the Elemental Plane of Air.

It is a 20-foot fall to the ground on either side of the wall, and any creature that falls off takes 7 (2d6) bludgeoning damage. Anyone trying to climb the wall or the tower after the battles commence must succeed at a DC 15 Strength (Athletics) check unless they find a way to use ropes or other climbing gear. They can always run back up the interior of the tower unhindered if they must.

ADJUSTING THE ENCOUNTER

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

- **Weak party:** Remove two guards and four bloodhawks
- **Strong or very strong party:** Add one hippogriff

PROSKLER

Proskler is quite the showman, but he is not a particularly powerful spellcaster—certainly not enough so to be able to vanish completely. Instead, after the winds were dispelled, he was obscured by the swirling winds and activated the *balloon pack* he was wearing under his robes. Upon activating the device, he rose into the sky, and when the air clears, he is 40 feet above the characters. Any character that is specifically searching the sky may attempt to spot him, though the coloring of his robes enable him to blend easily into the night sky, requiring a successful DC 20 Wisdom (Perception) check to spot him.

His *balloon pack* can be attacked, though such attacks are made with disadvantage. If Proskler is reduced to 0 hit points (AC 11, 9 hit points), but his *balloon pack* is not, he floats away into the night. If his *balloon pack* is destroyed, Proskler falls to his death in the streets below. If the characters later seek out his body, they find nothing but a tremendous amount of blood on the cobbled streets. Other members of the Cult of the Howling Hatred were monitoring the events atop the City Watch tower and retrieved his body when he fell.

BALLOON PACKS

The Cults of Elemental Evil employ a wide-range of ingenious devices in the pursuit of their cause. Among them is the *balloon pack*. This backpack-like device contains a bound air elemental and, when activated, deploys an inflatable balloon that sends the wearer into the sky at the rate of 20 feet per round.

This effect cannot be dispelled, but a balloon pack can be destroyed. The balloon has an AC of 11 and 10 hit points, is resistant to bludgeoning and slashing damage, and immune to psychic damage. If destroyed, the balloon bursts, harmlessly dismissing the elemental bound within it to the plane from which it came, and sending the wearer plummeting to the ground.

CONCLUSION

Unless the adventurers took a long time getting to the roof of the tower, they are able to free Larch. He is unconscious but alive. If the characters capture any of Binnacy's siblings, they are taken by the City Watch. Should the adventurers seek more information about Proskler, no one at the shrine of Talos has heard of him or recognizes his description.

The area where Proskler disappeared from shows no sign or evidence of his presence or method of escape. All that remains is a large amount of what appears to be talc (residue from the *balloon pack* activation), and a small pendant made of solid silver, worth 50 gold pieces. It is in the shape of a gust of wind, but no ability checks reveal any religious or arcane significance to its shape.

Larch trains with a paladin of Tyr named Elize, and the lad's matron thanks the characters for rescuing her squire. As a member of the Order of the Gauntlet, Elize spreads the word about the noble and brave acts of the adventurers. In addition, she offers a *potion of healing*.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Guard	25
Blood hawk	25
Hippogriff	200

NON-COMBAT AWARDS

Task or Accomplishment	XP per character
Rescue Larch	25

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 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 up according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Payment from Nelvon	150
Silver Pendant	50

POTION OF HEALING

A description of this item can be found in the basic rules or the *Player's Handbook*.

RENOWN

Order of the Gauntlet characters only receive **one renown point** for bringing Larch safely back to the Saj Estate.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM REWARDS

You receive **100 XP**, **50 gp**, and **five downtime days** for each session you run of this mini-adventure.

APPENDIX: MONSTER/NPC STATISTICS

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

BLOOD HAWK

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

HIPPOGRIFF

Large monstrosity, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 1 (200 XP)

Keen Sight. The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The hippogriff makes two attacks: one with its beak and one with its claws.

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

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

MINI-ADVENTURE 2: LOVE LIKE RAGING FIRE

When the players are ready to begin, read the Adventure Hook read-aloud text if appropriate, then continue with the read-aloud text of this mini-adventure.

As you finish your shifts at Mistress Saj's party, you are approached by a tall, middle-aged man dressed in fine silk clothes. He gestures at two burly dwarf bodyguards, who move away from their master, allowing him to speak to you privately.

"I have been told that you are mercenaries with a variety of skills. I have a problem that persons with your skills might solve for me. However, before I continue, I must have your word that you will be discreet."

The man is Count Blazen Stoe, a Blade. His son and sole heir has recently fallen in with someone that could easily tarnish the Stoe family name, and the Count will have none of it.

ROLEPLAYING COUNT STOE

The count takes pride in his family's position and his role as a Blade. He sees his son's antics as a threat to both. He is pinning his hope on his son making a suitable marriage and producing a grandchild worthy of the family.

Count Stoe is able to provide the following information.

- He is not completely sure what the person's name is. "*Helga or Ilga, or something equally trite,*" a tavern maid who I have since forbade him from consorting with.
- Three days ago, Count Stoe gave his son an ultimatum; stop seeing the girl, or lose your inheritance. The threat didn't have the result that the Count intended, and the boy stormed off, and hasn't been home since.
- Count Stoe has heard rumors of the boy being seen with the girl since then, mostly at the tavern at which she is employed, but each time Stoe goes to visit, the boy is never there.
- Count Stoe would like the characters to seek the boy out and return him by tomorrow morning. He would prefer to have the boy return of his own volition, but understands the need for force when it is called for.
- In exchange for their services, he will pay the party a total of 200 gp.

The characters likely have questions; below are the answers to some of them.

- It is currently nine bells, and the characters have until six bells the following morning to return the lad to Stoe Manor, a modest estate just north of the Saj Estate. As a Blade, Count Stoe lives in the Tower of the Blades, but he still owns his family's estate. That is where the characters must bring the boy after they find him.
- The son's name is Sebastian Stoe, and he is an extremely tall, gangly lad of 16 years. He has curly dark hair with a patch of grey on the right side where he was kicked in the head by a horse as a child.
- Count Stoe understands that the adventurers might have to resort to violence in order to bring him home. As long as there is no permanent damage to the boy, Stoe is content.
- The serving girl (whose name Count Stoe cannot remember precisely) is said to be older than Sebastian. She is thin and comely, and wears her bright red hair short and spiky. She serves drinks at the Black Blade and Bloody Boar Tavern, a disappointingly disreputable establishment in the southern section of Mulmaster.
- Count Stoe does not bargain on the terms of compensation, knowing that Mulmaster is full of desperate adventurers looking for coin and he could find others to do the job without much trouble. He does, however, give the characters half their payment in advance, plus an additional 5 gold pieces to pay any bribes or otherwise loosen tongues. If the characters insist on bargaining, Count Stoe informs them that having a noble patron in the City of Danger, particularly a Blade (one of 16 members of a ruling council for the city) could pay dividends beyond mere coin and open doors that would otherwise lay closed and locked.

The only lead that Count Stoe can provide is the girl's place of work; the Black Blade and Bloody Boar Tavern. He assumes that his son met her there while seeking thrills in the seedier parts of town. He feels the couple might be there, and if not, the characters may be able to at least get information regarding their current whereabouts.

THE LEANING BOOT

The Leaning Boot is a typical dive bar in the docks,

complete with the sort of clientele you would expect at such a place. At this time of night, anyone with any common sense has left the place and gone home.

GENERAL FEATURES

The Leaning Boot is a relatively quiet tavern and has the following general features.

Area. The tavern is in the basement of a dockside tallhouse. The entrance is at the bottom of a rickety set of moldering stairs.

Ceilings. The ceilings of the tavern are 10 feet high. A number of sconces holding sputtering candles hangs in the middle of the room, providing dim light throughout.

Light. Unless otherwise noted, all areas of the tavern are lit by candles and lanterns (bright light).

Smells. The entire place smells strongly of ale, wine, pipe smoke, salty water, and water-logged wood.

Sounds. Muted laughter. Clinking glass. Wood chairs scraping the floors. Hushed whispering.

When the characters arrive at the tavern, read the following.

The Leaning Boot is marked only by a salt-stained, old boot nailed to a post at the top of a set of narrow steps leading down to a nondescript door.

Before you open it, however, a laughing half-orc wearing sailor's homespun staggers from the place, reeking of alcohol. Blood trickles from various cuts on his face, and a knife protrudes from his shoulder. "Slow night," he grumbles before stumbling drunkenly down the road.

Within the tavern, the patrons have settled in for a long night of drinking and probably worse. The adventurers do not draw much attention unless they ask for it, or if any of them flaunt wealth or valuables. Characters with the Noble background, for example, might draw the attention of the patrons if dressed the part.

MA

The barkeep at the Black Blade and Bloody Boar is an elderly human woman whom the patrons simply call "Ma." The customers of the tavern may not be gentleman and ladies, but to a soul they would defend Ma from threats or harm.

If the characters talk to Ma, she seems interested primarily in what they want to drink. Until each of the adventurers orders and pays for a drink (the cheapest being 1 sp for a mug of thin ale), Ma divulges no information. Should the characters loosen their purse

strings, however, Ma's tongue follows suit.

The conversation inevitably gets around to the subject of the barmaid at which point Ma becomes reticent to speak. A successful DC 10 Wisdom (Insight) check reveals that Ma seems afraid of the subject but is trying to hide it. A successful DC 15 Charisma (Intimidation or Persuasion) check, however, convinces Ma to tell what she knows. The characters can become more convincing by spending a few coins; if they throw in two or more gold, then the check is made with advantage.

ROLEPLAYING MA

Barely 5 feet in height, Ma smokes a pipe and curses around the stem with a vigor that makes the most salty of sailors blush. She is loyal to her customers and staff, but is not above being bribed. Gold is not something often seen in a tavern such as hers so the impact of being given a gold piece as a bribe is significant. She is also worried about Ilva as nothing good comes of mixing with the nobles.

In a raspy voice indicative of a least half a century of heavy pipe smoking, Ma answers any questions with a combination of forthright honesty, homespun wit, and no small amount of cursing (keeping in mind the sensibilities of the players at the table).

When they successfully convince Ma to spill the beans, she tells them the following:

- The girl they seek is called Ilva, a woman who works occasional nights here, serving drinks and keeping the patrons happy with idle conversation.
- After the refugees from Phlan began arriving, Ilva changed. The once quiet and unassuming girl simply showed up to work with her hair cut very short and dyed a bright red. The drastic change in behavior startled Ma.
- Since then, Ilva meets with strangers in the tavern and spends time with them when she isn't working, even missing some of her shifts to do so—something that would have never happened before. Sometimes she shows up to work looking exhausted or almost frantic—as if "the Storm Lord himself was pent up inside her trying to get out."
- A couple ten-days ago, a group of silly young nobles came to the tavern looking for excitement. Ilva stepped in to protect them when some sailors were about to turn them upside down and shake them for loose coins. Since then, one of the noble lads (fitting Sebastian's description) has been following her around like a lovesick puppy.
- Ma doesn't know anything else about Ilva's current

whereabouts, and hasn't seen the woman in 3 days. However, Mixi the serving maid is friendly with Ilva and may know more.

ROLEPLAYING MIXI

Mixi is a young, half-elven woman with short dark hair and long fingernails stained a dark, crimson red. She has several scars on her face and neck, trophies from her days as a pirate on the Moonsea. She left the dangerous life of a pirate for a more secure place on land after the ship she was on wrecked during a storm. She is comfortable handling the cutthroats who normally frequent the tavern. That said she still carries a dagger on her hip and leaves her scars uncovered to dissuade the patrons from causing her trouble.

She speaks with customers in a casual and relaxed manner. Ever the professional server, she knows that an affable personality leads to more coins spent.

She is very worried for her friend but too scared to go back to that shack (see below).

MIXI'S FRIENDS

The server working tonight is called Mixi. Mixi is a young, half-elven woman with short dark hair and long fingernails stained a dark, crimson red. She has several scars on her face and neck, trophies from her days as a pirate on the Moonsea. She wears a dagger on her hip.

When the adventurers attempt to speak with Mixi—either after talking to Ma or immediately after they arrive at the tavern—she treats them as any other customer.

Any character succeeding at a DC 10 Wisdom (Perception) check notice that Mixi's hair has stray red highlights; as if it were dyed red at one point but later dyed black to cover it. This may provide a clue that Mixi and Ilva were very close and shared in something odd.

Should the characters mention Ilva, a noticeable change plays over her face. Her replies become curt and expressionless. Mixi denies knowing Ilva very well, saying that she has no real connection to the young woman. Even the most clueless character knows that something is amiss—no roll is needed.

If the characters press their questioning of Mixi, she gets agitated and tries to quickly walk away. Seeing that these strangers are upsetting the person bringing their drinks, a few of the patrons decide to intervene.

Seeing Mixi's wish to be left alone, six **bandits** in pirate garb stand to intercept the characters. They use their weapons when they attack, but the characters easily notice that they are attacking with the flats of their blades; likely to subdue rather than to kill. When more than half of the bandits have fallen, the rest of the bandits surrender or flee.

ADJUSTING THE ENCOUNTER

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

- **Weak party:** Remove two guards
- **Strong or very strong party:** Remove one guard; add one thug

A RELUCTANT INFORMANT

Mixi uses the distraction of the bandit fight to flee out the front door. The adventurers have no trouble watching her escape path while the fight takes place. Any character looking out of the front door easily sees Mixi duck into a nearby apartment above the Leaning Boot.

Upon arrival, they find her door locked. The lock can be picked by a character with a set of thieves' tools and a successful a DC 10 Dexterity check, or smashed down with a DC 10 Strength (Athletics) check. No amount of cajoling or threatening convinces Mixi to open the door for them. She just answers them by saying that she doesn't know anything, and she wouldn't tell anyone even if she did so they may as well leave.

If the characters cannot manage to open the lock on the door or break it open, they can also climb the outside of the building and enter through a jammed window that doesn't lock with a DC 5 Strength (Athletics) check. Alternatively they can convince Ma to let them in with her key with a successful DC 10 Charisma (Intimidation, Persuasion, or Deception) check or automatically with another bribe of one gold piece or more.

Assuming the adventurers finally get into the room, they find Mixi terrified and trembling with her dagger in hand. At her wits' end, she finally reveals what she knows about Ilva, Sebastian, and their probable whereabouts.

"Please don't kill me. I'll tell you everything. Just don't make me go back there," she says, trembling. "They're all as mad as rabid dogs. And that terrible man is the worst of them, with all his stories about fire. It's witchcraft, pure and simple."

If the characters press Mixi for more information, she calms down and explains:

- Ilva recently came to Mulmaster refugee from Phlan. At first she was quiet, kind, and very shy. Then one day she came to work more animated than Mixi had ever seen her, talking about hearing something that changed her life—a dwarf spoke to her about how to get everything she wanted in life. Ilva insisted that Mixi come listen when the dwarf spoke again.
- Mixi accompanied Ilva to a shack in the Zhent ghetto in the city the next day, where they sat with others.

- A dwarf with flaming red hair and a red beard came into the shack and spoke about the fire within all people, how to use that fire to get what you want, how to use your passions to make your life better. The speaker was enthralling, and Mixi and Ilva started attending his talks regularly. They even cut their hair short and dyed it red to represent the fire within their new and true selves.
- One day, at a special meeting for this speaker's most loyal followers, the talk got particularly intense. There was a lot of chanting and dancing, and the room grew terribly hot. Mixi had a vision of the entire building engulfed in flames, and the speaker transformed into some sort of creature made of fire. Although she knows it wasn't real, she was so scared that she never returned.
- Ilva was angry when Mixi abandoned her, and she even warned Mixi that if she talked about the dwarf to anyone, she would regret it. The warning seemed to be more a concern than a threat, but Mixi cannot be sure.
- Ilva soon found a noble's son called Sebastian to accompany her to hear the speaker's messages. If they are looking for Sebastian, Mixi knows that they should look for him at the shack where the dwarf speaks and that Ilva will probably be with him. The shack is in the Zhent ghetto, recognizable by the door, which has been painted bright red.
- As far as Mixi knows, the speaker has no name. If he does, she has never heard it used by him or any of his followers.

THE FLAMES

Following Mixi's directions, the characters arrive at the shack where the strange dwarf has been preaching to his flock. They see the shack with the red door, a simple one-story square building, 30 foot to a side, made of pine clapboards, and the only opening is the red-painted door.

GENERAL FEATURES

The shack has the following features.

Ceilings. The ceiling of the shack is 7 feet tall.

Light. The shack is lit by several torches.

Smells. Sweat. Burning pitch. Smoke.

Sounds. Chanting. Fevered yelling. Crackling fire.

Flickering firelight peeks out between the loose planks of this small shack. From within a dozen or so voices speak in low murmurs while a deep, resonating voice booms above them all. The door to the shack is painted a vibrant red and two dwarves with flaming red beards lean casually against its wall. They notice your approach and stand up.

"Sod off," one of them says casually, "this is a private affair."

There are two dwarf **thugs** stationed at either side of the entrance barring unwelcome visitors from entering. If the characters attempt to muscle past them to the unlocked door, the thugs attack. Upon attacking, the dwarves' beards turn to flame.

At the start of the third round of combat, or when the adventurers open the door to the shack, the shack bursts into flames—screams and shouts erupt from within.

The door burns quickly, allowing the characters to see into the burning building. Amid the chaos of flames, panicking people, and falling timbers, the adventurers see a young man matching Sebastian's description struck by a burning support beam; pinning his, while a young woman matching Ilva's description stands beside him—straining to hoist the beam and screaming for help.

From this point, the characters have four rounds to free Sebastian from the fallen beam and out of the burning building before he suffocates and dies. If they are still alive, the dwarven thugs fight for two more rounds and then flee the area if still able.

Anyone entering or starting their turn in the burning building must make a DC 10 Constitution saving throw or suffer one level of exhaustion from smoke inhalation. Any character that covers their face makes this saving throw with advantage. In addition, any creature within the burning shack takes 1 point of fire damage at the start of their turn.

Any character that is adjacent to Sebastian and the burning beam can use an action to attempt a DC 15 Strength (Athletics) check to free him. Reward ingenuity with advantage, or even an automatic success. For example, using another beam as a lever might provide enough assistance to allow the check to be made with advantage on the Strength check to lift the beam while splitting the beam (AC 15) with an axe should result in an automatic success. Putting out the fire on the beam reduces the DC of the check by 5.

Putting out the fire throughout the entire building is more or less impossible with the resources available to the characters, but as above, reward outside-the-box thinking with some sort of bonuses. Characters making a

DC 10 Wisdom (Nature) check learn that the flames are magical, as if being conjured and stoked from some supernatural source.

ADJUSTING THE ENCOUNTER

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

- **Weak party:** Remove one thug, add two guards
- **Strong or very strong party:** Add one thug

CONCLUSION

If they question Sebastian, Ilva, or any of the other survivors of the blaze, the characters get similar stories. The dwarf did nothing illegal or immoral—he only spoke of letting one’s passions burn brightly and fuel one’s dreams. No one saw how the fire started—although a few claim that the speaker vanished from the shack in a bright flash just as it began. Another claims to have known the dwarf to work in a local blacksmith’s shop, but that was years ago and the dwarf looked much different then.

If the adventurers wait around a few minutes, a Soldiery patrol arrives. In contrast to the Mulmaster City Watch, members of the Soldiery are efficient, competent, motivated, and incorruptible. They assist the injured, question witnesses, and otherwise take complete control of the situation—even though the fire is too strong and hot to be extinguished before the shack is lost.

If the characters describe the thugs’s burning beards, the Soldiery makes note of the report, but is obviously skeptical.

Dead or alive, the characters can take Sebastian back to his father’s estate, though Ilva demands to accompany him and does so unless the adventurers do something to prevent her from following.

When the characters arrive at the Stoe Estate, house guards at the gate to the estate take possession of Sebastian (or his body), telling the adventurers that Count Stoe is not available. If the lad is alive, one of Count Stoe’s retainers pays the characters the remaining 100 gp as agreed upon (unless for some reason the characters did not get half upfront then they are paid the full 200 gp). One of the guards also wears an insignia on his cloak, showing he is a member of the Lords’ Alliance. He tells the adventurers that the Lords’ Alliance remembers those who serve their masters well.

If Ilva is still with them, the guards bar her entrance to the estate, using force when she attempts to rush past them. Ilva is distraught when barred entrance, but she finally comes to her senses, realizing that Count Stoe is too powerful to be disobeyed right now and leaves

without further issue.

If the adventurers were not otherwise cruel to Ilva in the aftermath of her loss, she thanks them for saving her love’s life. As a reward, she provides the characters with a vial filled with an icy blue liquid (a *potion of fire resistance*) that she says the dwarf once gave her. The dwarf told her that someday, when the world is as it should be, this potion might serve her well. She is not aware of the properties of the potion, but she doesn’t want it anymore.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Bandit	25
Thug	100

NON-COMBAT AWARDS

Task or Accomplishment	XP per character
Rescue Sebastian	50

The minimum total award for each character participating in this adventure is **75 experience points**. The maximum total award for each character participating in this adventure is **100 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 up according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Payment from Count Stoe	200

POTION OF FIRE RESISTANCE

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

RENOWN

Lords' Alliance characters only receive **one renown point** for bringing Sebastian home alive.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM REWARDS

You receive **100 XP**, **50 gp**, and **five downtime days** for each session you run of this mini-adventure.

APPENDIX: MONSTER/NPC STATISTICS

BANDIT

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

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 any one language (usually Common)

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, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

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

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

MINI-ADVENTURE 3: ENVY LIKE CRUSHING EARTH

When the players are ready to begin, read the Adventure Hook read-aloud text if appropriate, then continue with the read-aloud text of this mini-adventure.

During your shift at the Saj Estate, you overheard the owner of the Oxpit Tavern, an odd man called Chroomeg, complaining about the vandals plaguing his establishment as of late. When you heard him say, "I would give anything to find someone who could catch the culprits," you realize that a potential job just fell into your laps.

If the adventurers approach the owner of the Oxpit Tavern and offer their services, he is at first skeptical. He has bribed City Watch members and paid mercenaries to help him, but no one found the source of the vandalism or stopped it from happening.

ROLEPLAYING CHROOMEG

Chroomeg is a short stout human, barely taller than a dwarf. His features, particularly the greenish skin and over-sized canine teeth, hint that he might have some orc in his bloodline. Despite his unusual appearance, Chroomeg is a gregarious and affable chap.

Use the bullet points below to guide the conversation.

- If asked about the problems at his tavern, a look of frustration plays across his face. Starting about 2 months ago, the Oxpit Tavern became the target of a steady campaign of vandalism. At first it was just damage to the outside of the building, threatening graffiti scrawled on the walls, and a broken window or two. Recently the vandals have taken to housebreaking; the interior vandalized, although nothing has yet been actually stolen.
- Chroomeg alerted the City Watch, who "investigated" with the disinterest that one would expect from them. When the incidents continued, Chroomeg hired mercenaries to search for clues and protect the Oxpit Tavern when he was away. No attacks happened while keen eyes were watching the establishment. Yet as soon as Chroomeg dismissed the watchers, the attacks would almost immediately resume.
- Many tavern owners and businesspeople in Mulmaster are jealous of Chroomeg's success. Any of them could be behind the vandalism.

- Chroomeg suggests that the characters come to the tavern tonight posing as customers. When the bar closes and all the staff leaves, the characters can remain on the premises and watch for trouble.
- For this service, Chroomeg offers the characters 10 gp up front. However, Chroomeg offers an additional 90 gp if they are able to catch the culprits, for a total of 100 gp.

If the adventurers agree to the terms, they can accompany Chroomeg back to the Oxpit Tavern to carry out their duty.

THE DISTURBANCE IN THE CELLAR

The adventurers find the Oxpit Tavern to be a fairly typical tavern. While the décor is nothing special, the establishment is crowded, with not an empty seat in the house.

GENERAL FEATURES

The cellar of the Oxpit Tavern has the following features.

Ceilings. The ceiling of the cellar is 10 feet tall.

Light. The cellar is completely dark. The only light present is that which the characters brought with them.

Smells. Spilt wine, ale, and mead. Turned earth. Drying herbs.

Sounds. Dripping. Falling and settling stone.

Several patrons are standing around waiting for a table to become vacant. If asked about this, Chroomeg tells the characters that he employs one of the most skilled cooks in Mulmaster, and Chroomeg makes his own beer and ale in his home. His brews are considered some of the best in the area.

After the tavern closes for the evening, the customers leave and the staff retires to their rooms on the second floor of the building. Chroomeg leaves for the evening, wishing the adventurers good luck before locking the doors of the tavern behind him.

The players may attempt to make detailed plans about where they place themselves and how they patrol the area. If you are playing in a setting where time is limited, skip this preparation and get right into the action.

As you go about your duties, a crash erupts from below the floor of the tavern, strong enough to shake the entire building. Dust billows from beneath the cellar door.

When you descend the stairs into the cellar, you see a large hole has been made in the northern wall of the cellar. Casks of beer, ale, and wine lay broken on the floor.

Amid the clutter, rubble, and spilled alcohol stands a female gnome wearing dusty green leather armor and holding a yew staff and wearing a green brooch in the image of a stag's head.

When she sees you, she lowers her staff at you and scowls. "Name yourselves or feel my wrath!"

The gnome, named Yavendel, is a druid and member of the Emerald Enclave. The brooch she wears makes her Emerald Enclave affiliation apparent to the adventurers.

Assuming the characters don't attack or do anything similarly foolish, Yavendel relates the following information. If the characters do attack, simply have the hole open beneath her immediately instead of at the end of the conversation.

- Yavendel lives in the hills to the east of Mulmaster, patrolling the area at the behest of the Emerald Enclave.
- She's noticed recently that some of her burrowing mammal friends have been acting strangely, and she has been investigating. She followed a family of giant badgers through some tunnels, and ended up here. It seems that there are a honeycomb of creature-created tunnels and abandoned mining tunnels that end here.
- "I was in a tunnel, I heard a noise above me, and before I knew what was happening I got tossed through this hole. I ended up here, crashed right through the wall. It was very upsetting. But I think I have recovered."

Immediately after uttering this last statement, the floor collapses beneath Yavendel and she tumbles into a hole—screaming as she falls into the darkness. The characters hear gnomish screams from the depths, deep rumbling like an earthquake, and then silence.

DOWN THE GNOME HOLE

The adventurers are now faced with a deep chasm in the cellar floor. Although it is only about 8 feet in diameter, it is impossible to see the bottom of the hole with a conventional light source. Experimenting by dropping

objects down reveals that the fall is at least 150 feet.

Characters attempting to climb down the opening without assistance must attempt a DC 15 Strength (Athletics) check. They should be told before they attempt it that climbing down without proper equipment is not an easy task, and it is potentially fatal if they fall. If a character attempting the climb fails the check by 5 or more, he or she falls. Describe the falling sensation and the dread of a certain death. Have the character then hit a small ledge 40 feet down, which does 14(4d6) bludgeoning damage but stops the adventurers from falling to certain death.

If the characters take the time to use rope or other climbing gear, they can carefully climb down the hole without the need for a check. If the adventurers don't have any rope of their own, a quick glance around the cellar locates a 200-foot length coiled in a nearby corner.

When characters reach the bottom of the pit, the vertical shaft levels out, allowing them to traverse the tunnel without the need to climb. Surprisingly, the gnome Yavendel is nowhere to be found. A druid, she used *wild shape* to transform into a bird to avoid falling damage, but was chased through the tunnels by an ankheg.

The cellar of the Oxpit Tavern has the following features.

GENERAL FEATURES

The network of subterranean tunnels has the following features.

Ceilings. The diameter of the tunnels vary in height from a few inches to a few yards.

Light. The tunnels are completely dark. The only light present is that which the characters brought with them.

Smells. Turned earth. Warm, damp air.

Sounds. Crumbling earth and stone.

The tunnel proceeds east for about 100 feet before it splits to the north and south. Regardless of which tunnel they choose, the characters have found themselves in a veritable maze of tunnels. Some of the passages are very small (suitable only for tiny creatures), but others are large enough for a human to walk upright, as if these tunnels were formed by a very, very large burrowing creature.

In either event, the adventurers wander aimlessly unless they take steps to focus their route. A successful DC 15 Intelligence (Investigation) check allows one to notice three distinct sets of fresh tracks in the loose dirt: the tracks of tiny rodents, large tracks belonging to a heavily-clawed mammal, and large, insectoid tracks. They all move in the same direction. Any ranger that has

chosen beasts as a *avored enemy* or Underdark using his *natural explorer* class feature makes this check with advantage.

The number of failures that the adventurers experience before succeeding on the tracking check, above, has an impact on the remainder of the encounters, as follows. Regardless of any failures, they're on the right track.

- **No Failures.** If the adventurers make the first Intelligence check, they automatically notice the cave-in hazard, below. Similarly, the giant badgers do not surprise the characters.
- **One Failure.** The characters encounter the cave-ins but are not surprised by the giant badgers.
- **Two or More Failures.** The characters not only encounter the cave-ins, but are also surprised by the giant badgers in the next encounter.

CAVE-INS

As the adventurers move through the 10-foot-wide tunnel, allow the players to declare a marching order for the party. The first character or characters in order along with any characters within 10 feet of that character have a chance to notice the hazard in the tunnel. If the adventurers succeeded on the tracking check earlier without failing any checks, they automatically spot and are able to avoid the cave-in hazard.

As they travel through the tunnel, the characters trod on a patch of unstable earth and rock. Any character leading the group that succeeds at a DC 15 Wisdom (Perception) check identifies the hazard before stepping on it. Any character that declares that they are actively searching for traps or hazards may substitute the above check for a DC 15 Intelligence (Investigation) or DC 15 Wisdom (Survival). Any rangers that have Underdark terrain as a chosen *natural explorer* class feature makes this check with advantage. If the characters successfully notice the hazard, they may avoid it without complication.

If the characters in the lead fail this check, however, the tunnel collapses as they pass. Each character must succeed at a DC 10 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone and restrained by the falling earth and stone. Those that succeed are able to dodge out of the way in time to avoid damage. The characters can dig themselves out of the collapsed and continue without problem, but there is no turning back now though; the only clear path is forward.

MAD BADGERS

As the adventurers continue through the tunnel, it widens

into an intersection of two 15-foot-wide tunnels. This area contains support beams and shows signs of recent mining operations.

GENERAL FEATURES

This area of the mines has the following features.

Ceilings. The ceiling of the tunnel is 7 feet tall.

Light. The tunnel is unlit and completely dark.

The tunnel you have been following suddenly looks different. The walls have changed from the rough surface of creature-made tunnel into the smoother walls of a tunnel that contains support beams and shows signs of mining.

While the characters get their bearings in this new environment, the giant badger family that Yavendel was following makes a startling appearance.

If the adventurers failed two or more checks when attempting to navigate the maze, the badgers automatically surprise them. Otherwise, initiative is determined normally.

As you get your bearings in this new section of the tunnels, a scratching sounds directly above you. Seconds later, giant badgers rain down upon you in a shower of sharp teeth, and razor-sharp claws, earth, and stone.

These four **giant badgers** have been enchanted by a cell of the Cult of the Black Earth, which has been using them to patrol the mine and tunnel areas. A successful DC 10 Intelligence (Nature) check reveals their behavior is directed unnatural, no doubt by some sort of magical compulsion. Additionally, the characters notice that the badgers's teeth and claws appear to be made of razor-sharp obsidian—definitely a departure from the norm.

Characters may wish to try to use the Animal Handling skill to calm the beasts, but the magical compulsion makes that extraordinarily difficult. It can, however, be useful. An adventurer that succeeds at a DC 15 Wisdom (Animal Handling) actually confuses the creatures, giving the giant badgers disadvantage on all attacks until the end of their next turn.

After the battle, the characters notice an arm hanging down from the hole where the badgers entered from. A small niche has been carved out of the earth there, which contains a human man's badly mangled corpse, obviously ravaged by the badgers.

He wears mining gear but has no other identification. He clutches in his hand a bloody, unsigned note:

“Continue your efforts to drive out the owner of the Ox-pit. If the vandals don’t suffice, use the creatures if necessary. The building’s location makes it imperative to our plans.”

In addition to the note, the man carries a *scroll of speak with animals*.

Immediately after finding the clue and treasure, the adventurers hear screams and fighting from one of the passages ahead.

A LIGHT GNOME SNACK

Immediately after finding the clue and treasure, the adventurers hear screams and fighting from one of the passages ahead.

GENERAL FEATURES

This area of the mines has the following features.

Ceilings. The chamber has a 15-foot ceiling.

Light. The chamber is unlit.

Following the sounds of battle, the characters quickly arrive at a chamber. They see an alarming sight.

In this larger chamber, a large insect—like an impossibly huge praying mantis—wraps its mandibles around the gnome you saw earlier in the Ox-pit’s cellar. She screams and struggles as the creature chomps down, acid leaking from the edges of its terrible maw.

Roll for initiative as normal. On its turn, the **ankheg** bites the gnome, who takes no actions in this combat while being grappled by the creature.

The ankheg does not attack the characters. If the grapple on the gnome is broken, it attacks the gnome on its next turn and resumes the grapple. It only attacks the characters if it is not able to attack the gnome.

Yavendel can sustain 4 attacks before dying. She falls unconscious after the second successful attack against her. If the characters inadvertently attack Yavendel (i.e., by including her in the area of an area spell meant for the ankheg), those attacks count against this total.

Adventurers healing her using magic add one to the total number of attacks she can endure before perishing

If the adventurers kill the ankheg, it releases Yavendel. The creature wears a gold band on one of its legs with fine letters of magical writing etched into it. If alive, Yavendel thanks the adventurers and offers to give them

100 gold pieces for the item, which is double what the thing is worth if sold to a jeweler.

If they refuse to give it to Yavendel, the item crumbles to dust before they can get to a place where they can sell it. In that case, the characters get nothing for it.

ADJUSTING THE ENCOUNTER

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

- **Weak party:** Ankheg’s hit points reduced to 33
- **Strong party:** Ankheg’s hit points increased to 46
- **Very strong party:** Ankheg’s hit points increased to 52

CONCLUSION

Following the mine tunnels, the adventurers emerge about two miles east of Mulmaster. If they investigate further, the characters learn that the mines are not owned by anyone. They were thought to be played out, and the city of Mulmaster took possession of them. No one is known to be working there now.

If the characters ask Yavendel about the badgers’s claws, she looks concerned, but is otherwise incapable of explaining the phenomena.

If the characters tell Chromeg what happened and show him the note found on the body ravaged by badgers, this evidence can help him convince the Soldiery of Mulmaster to investigate, and the Soldiery know how to get things done. The vandalism ends soon after.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Giant Badger	50
Ankheg	250*

(*Since the ankheg does not attack the characters directly, less XP is given for its defeat.)

NON-COMBAT AWARDS

Task or Accomplishment	XP per character
Rescue Yavendel	25

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 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 up according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Payment from Chroomeg	100
Gold band	100

SCROLL OF SPEAK WITH ANIMALS

A description of this item can be found in the basic rules or the *Player's Handbook*.

RENOWN

Emerald Enclave characters only receive **one renown point** for rescuing Yavendel from the ankheg.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM REWARDS

You receive **100 XP**, **50 gp**, and **five downtime days** for each session you run of this mini-adventure.

APPENDIX: MONSTER/NPC STATISTICS

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.

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

ANKHEG

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

MAP: A LIGHT GNOME
SNACK



MINI-ADVENTURE 4: GREED LIKE FATHOMLESS WATER

When the players are ready to begin, read the Adventure Hook read-aloud text if appropriate, then continue with the read-aloud text of this mini-adventure.

During your shift at the festivities at the Saj Estate, you come across a servant, a young half-elven woman named Dylohra. She is slumped in the corner of a pantry, head in her hands, tears streaming down her face.

If the adventurers press Dylohra for the cause of her distress, the human woman explains the following.

Dylohra sniffs and tries to stop her trembling. “I fear my sister has done something foolish. She was supposed to help me serve food here today, but she never arrived. Yesterday she told me of a plan she had to gain a great deal of wealth. I told her it was too dangerous, but I believe she carried out the plan anyway, and now she is probably dead.”

Dylohra takes a deep breath to steady herself and then continues. “There is a place down by the sea called The Last Drop. I’m afraid she aims to steal from Umberlee’s tribute.

ROLEPLAYING DYLOHRA

Dylohra is the oldest of six half-elven daughters of a family that at one time lived near Zhentil Keep. Then all of the family served the Zhents in some capacity. Now her father is a mason and she works at various serving jobs about the city. She has the silver-white hair of her moon elf mother. Her black hair has blue highlights and her eyes are green.

She feels responsible for her younger siblings and feels guilty that she was unable to persuade her from taking this chance.

Characters driven only by money might not have enough incentive to help this poor Zhent refugee. Continue the conversation with the information below.

- Dylohra’s sister is named Lyrene, who is the youngest of 6 daughters of a mason. They are refugees in Mulmaster, like so many other Zhents.
- Lyrene trained as a warrior, and she wants nothing more than to join the Zhentarim, where some of her ancestors proudly served in the past. She is, however, a poor swimmer.

- Lyrene is desperate to get away from Mulmaster, and Dylohra knows her sister had finally had enough of living in the city, being treated by citizens of Mulmaster as a second-class creature.
- It is rumored that the great wealth resting at the bottom of the sea beneath The Last Drop is guarded by the dead who perished after throwing themselves from the bridge there.
- Dylohra has no significant wealth to give the characters if they choose to help her and her sister. However, her family could probably scrape together a few gold if the characters can bring Lyrene back.

A character succeeding at a DC 10 Intelligence (History) check knows about the Last Drop. They get an additional piece of information for each iterative of 5 by which they succeed on the check.

- It is a sacred place to the faithful of Umberlee, the malevolent goddess of the sea.
- It is common for those waiting for the safe return of loved ones to wait there and drop trinkets in an attempt to appease Umberlee.
- Sometimes, those who lose loved ones to the sea throw themselves from the Last Drop—hoping to reunite with those they have lost.
- It is believed that anyone foolish enough to try and steal from among the trinkets and treasures given to Umberlee would be cursed for all time.

Once they set out to find it, the adventurers have no trouble finding The Last Drop.

THE COLD PLUNGE

Characters may anticipate challenges involving swimming or breathing underwater and look for potions or scrolls that let them breathe underwater, swim for easily, etc. They are unable to find any such items to help them, however, and if they spend too long looking, Dylohra should remind them of the task at hand.

The Last Drop is an odd shrine to Umberlee in the Bay of Mulmaster—made in the form of a stone bridge placed between two cliffs jutting from bay islands. The south side of the bridge is carved into the likeness of a scowling maiden, her mouth opened in a scream of rage. Water tumbles from the mouth into the bay below.

When the characters arrive, the bridge is empty save for a single elf figure, wearing tattered peasant clothes and lying on his side in a corner of the bridge—for all intents and purposes, looking like an indigent. A character succeeding at a DC 15 Wisdom (Perception) check notices a battered and tarnished Zhentarim emblem hidden beneath the strap of the threadbare satchel the man wears over his shoulder.

He does not respond to the presence of the adventurers unless they directly interact with him. If the characters speak to him, he peers at them through long, black hair. Beneath the unkempt hair, however, the elf's features are not what the adventurers might expect. Despite his outward appearance, the elf is clean-shaven, well-kempt, well-fed, and sharp-eyed.

The elf appears to be brain-addled and incoherent, but this is only a ruse—something that any character succeeding at a DC 10 Wisdom (Insight) check easily notices. If any of the adventurers are members of the Zhentarim and wear their allegiance openly, he drops the act and speaks frankly with them. Otherwise, in order to get anything useful out of the elf, the adventurers must succeed at a DC 10 Charisma check (Persuasion, Intimidation, or Deception). If confronted with the observation that he's pretending, the check is made with advantage. If faced with actual harm (more than just idle threats), the elf leaps off the bridge and vanishes into thin air before hitting the water.

If characters befriend the elf, however, he reveals his name is Equarz, and he is a member of the Zhentarim and provides the following information.

- Lyrene contacted him about her plans, and the elf made a deal with her. If she could come back with a description of what rests at the bottom of The Last Drop, Equarz would sponsor her membership in the Zhentarim.
- The Zhentarim have heard a rumor that there might be something more than dead bodies and proffered wealth at the base of The Last Drop.
- Equarz is waiting for Lyrene to return, although he is beginning to think she might have perished. It has been almost about 12 hours since she took the plunge, and there has been no sign of her.
- Equarz will pay the characters a total of 100 gp if they take the leap and see what they can learn of Lyrene's fate.
- The shale cliffs surrounding the Last Drop are sheer, and extremely difficult to climb. Leaping from the

bridge is likely the best way in. Any character attempting to climb down to the water via the cliffs must succeed at a DC 20 Strength (Athletics) check. In addition, the check is made with disadvantage as the few handholds that do exist consist primarily of loose shale.

If the characters wish to earn some coin, they can go in after Lyrene. If they come back with the girl and a description of their find, Equarz gives them each 100 gp.

If the characters are unsuccessful in befriendng Equarz, he makes no offer and does not divulge the details about his deal with Lyrene.

A TEST OF CHARISMA

If the adventurers take the plunge over The Last Drop, they take no damage, but the shock of hitting the freezing water is jarring. However, something unnatural is happening with the water. Adventurers must swim to move, but they find swimming very easy, even in armor. There is less pressure than there would in normal water. It is as if the water is embracing them lovingly, bending to their wishes. They still need to hold their breath however.

Remember that the characters cannot speak to one another while underwater. Have fun with that, especially if time is not a factor in your game.

As they make their way to the bottom of the undersea area, the characters can make out the scene below.

The water off of The Last Drop is very deep—the depths go at least 120 feet. The area below you as you descend is lit by a glow coming from the sheer wall. You arrive at the bottom to see undisturbed sand. Lyrene, and the wealth rumored to be there, are nowhere to be found. Contrary to what the myths and legends warned you about, there is a distinct lack of corpses.

The light in the area appears to be coming from a series of sigils carved into the sheer wall at the bottom of The Last Drop. The sigils are not in any language or alphabet you recognize.

The sigils have the following characteristics.

- If a character casts *detect magic* (by somehow accomplishing the verbal requirement) while inspecting the sigils, they radiate strong transmutation magic.
- A DC 10 Intelligence (Religion) check shows that these sigils are similar to those used in the worship of Umberlee, but are slightly different.
- A DC 10 Intelligence (Arcana or Religion) check

reveals that touching the sigils likely triggers more magical effects—though it is impossible to tell exactly what.

- The sigils are the source of the light in the area and the effect that makes swimming easier in the area. This effect is suppressed if the sigils are touched.

The only way to trigger the sigils safely is to do so while saying a specific prayer to an elemental lord. Since the characters have no way of knowing this, their only option to move forward is to touch the sigils and see what happens.

If the sigils are triggered without speaking the prayer, the sigils' magical effects end. Before the last of the light fades, the characters are able to see the rock face turn into a strange wall of translucent, churning water behind which appears to be a dry tunnel on the other side. A moment later, the **churning water** blasts out in a 60-foot-cone away from the tunnel.

Each character within the effect must succeed at a DC 10 Constitution saving throw or take 3 (1d6) bludgeoning damage and be pushed to the edge of the cone.

Past the strange water wall in the rock face, the characters see a dry chamber. Getting through the wall, however, takes confidence and focus. The wall is meant to keep out those lacking the strong will and force of personality sought by the faithful of UMBERLEE. As the characters move through the wall of churning water, each must attempt a DC 10 Charisma saving throw. A character who fails the check is still able to pass through the wall, but suffers a penalty during the encounter at the end of this mini-adventure.

THE GROTTO OF DEATH

The grotto has the following general features.

Ceilings. The ceiling of the grotto is 15 feet tall.

Light. The grotto is lit by globes of magical green light.

COME ON, LYRENE!

When the adventurers all arrive safely in the underwater entrance to the tunnel system, at first they hear nothing but the painfully loud echoing of dripping water. Then they hear a moaning sound from further up the passage.

Following the passage and the moaning sound, the characters traverse the tunnel until it opens into a grotto. Though the passage also continues past, there appears to be no other way out of the grotto.

The grotto's rough, uneven floors make traversing it difficult. Most of the grotto is sunk 10 feet below the level of the corridor leading into it. A few areas of raised ground are even with the corridor.

At the far side of the grotto, on a raised area against the dripping wall, you see a half-elven form fitting the description of Lyrene. She is soaked and shivering, and does not seem to be fully conscious.

Assuming that they attempt to assist Lyrene, they see that she is not breathing due to water inhalation. A strong pat on the back and a successful DC 5 Wisdom (Medicine) check is all that is needed to get Lyrene breathing and conscious again.

If successful, Lyrene tells them (in between fits of coughing), that she was trapped in this grotto, and she has not been able to escape. However, she believes that the watery symbols that appear on the walls may have something to do with the way out. Unfortunately, she cannot figure out how to trigger the symbols. She starts to describe how the chamber keeps filling with water, but she begins to panic and is unable to continue.

If the characters investigate her claim, they see that what she says is true—watery wall has appeared in the opening they came through to enter the grotto, and there is no way to get through it. As the wall appears, two other things happen: **water begins quickly filling the grotto**, and **symbols** flash into existence on the walls of the grotto.

A TEST OF INTELLIGENCE AND WISDOM

There are two sets of symbols, shown in Handout 1. All the symbols seem to be made from water that has somehow coalesced into free-form shapes. One set appears in the raised area on the south wall, and the other in the raised area on the east wall (near where Lyrene was found).

Each set of sigils starts a pattern. In order to solve the puzzle and stem the flow of water into the grotto, the adventurers have to figure out what next symbol in the pattern is. The adventurers can simply trace their fingers over the wall to add the next symbol in the pattern; water coalesces into whatever shape they draw. If they predict the next symbol and draw it in sequence, the symbols glow brightly and the flow of water into the grotto slows. If they draw an incorrect symbol, the flow of water into the grotto speeds up. There are two handouts for each puzzle—a player handout and the answer key.

THE FIRST PATTERN

Above the first set of sigils, water coalesces into the words:

"Water turning—ceaselessly, regularly, never stopping."

The answer to this puzzle shows the outer symbol rotating clockwise by quarter turns, while the inner symbol rotates counter-clockwise by eighths of a circle. This pattern is depicted in Player Handout 1 and DM Handout 1.

THE SECOND PATTERN

Above the second set of sigils, water coalesces into the words:

"Water is the mirror that reflects the power within us."

The sigils in the second set are the numbers 1 through 5 as viewed beside a mirror. The next correct symbol is the number 6 along with its reflection. This pattern is depicted in Player Handout 2 and DM Handout 2.

Once the characters have drawn the correct symbol in both patterns, the watery wall at the passage opening disappears and the grotto drains to the level of the raised areas, allowing them to stand.

Each time that the characters draw the incorrect symbol, or if too much time passes before they try to draw one (DM's discretion), the characters take 2 (1d4) bludgeoning damage from water pressure.

If it is clear that the characters need hints, allow a DC 10 Intelligence check to give hints for the first set of symbols. For the second set, allow a DC 10 Wisdom check for the hint.

If it gets to the point where the characters are simply unable to figure out the puzzles, Lyrene gives enough hints that the characters finally figure out it. No more than 2d4 damage before allowing the adventurers to get enough hints to figure out the patterns.

DEEP GUARDIANS

Ceilings. The ceiling of the grotto is 15 feet tall.

Light. The grotto is lit by globes of magical green light.

The triggering of the trap calls the attention of the guardians of the grotto: four **bullywugs** and two **giant frogs**. These amphibious creatures patrol the partial submerged caverns underneath the bay of Mulmaster.

When the characters open the chamber, the water drains from the room as the watery wall dissolves. The amphibious foes, however, are waiting to enter and either attack or collect the corpses. Give the adventurers a round to prepare after the water drains and the enemies enter the room, in case they need to heal or revive allies.

Due to the partially submerged state of the grotto, only the few areas of raised land remain dry—the rest of the grotto is submerged in 10 feet of water. In order of move from one area of land to another, the characters must either swim or jump.

To make matters worse, the magic of the chamber causes the ground to move, suddenly submerging what was once dry land, and sprouting new land in other spots. (On the map, the solid lines are current raised areas, and the dotted lines are the areas that become raised with the others submerge.)

Any character that failed the Charisma saving throw to get through the watery wall earlier in the mini-adventure, feels the judgmental eye of Umberlee during this battle and attacks against that character are made with advantage. As an action, the character may attempt a DC 10 Charisma saving throw with advantage to end the effect early.

If the amphibious foes defeat the characters, they do not kill them. Instead, they knock the characters out, take anything of value that the characters possess, and throw them through the portal. The adventurers awaken—lying in puddles—on The Last Drop Bridge. To make matters worse, they each have a tattoo resembling a stylized wave just beneath their right eye. Each character receives the "Marked by the Crushing Wave" story award (see Rewards, below).

ADJUSTING THE ENCOUNTER

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

- **Weak party:** Remove one bullywug
- **Strong or very strong party:** Add one giant frog

THE WAY OUT

After defeating the bullywugs and frogs, the characters are free to bring Lyrene with them as they further explore the chambers. Lyrene reveals that although she found no treasure at the bottom of The Last Drop, she found a pearl in the grotto. She wants the characters to have it as thanks for saving her.

The adventurers find nothing else in the network of half-submerged tunnels, and they soon find a strange portal.

At the end of your exploration, with nowhere else to go, you finally come to a waterfall. However, rather than falling down, the waterfall flows up. A 10-foot-diameter hole in the floor shoots water up. But there is no hole in the ceiling. The water simply disappears.

Characters examining this can quickly see that it is a teleportation effect, but its final destination is unknown.

Creatures entering the upward-flowing stream are lifted through a portal and deposited at the top of The Last Drop, right next to the spouting mouth of the shrine to Umberlee. If the characters solved the puzzles and defeated the amphibious foes, there is also a blue viscous potion on the top of the spouting visage's head. It is a *potion of water breathing*—perhaps a gift from Umberlee?

CONCLUSION

If the characters made a deal with Equarz, he is waiting there for them. He asks them what they saw and gives them their money as promised. If they didn't make friends, Equarz is still there, even if the characters drove him away before. He speaks to Lyrene to learn more.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Bullywug	50
Giant frog	50

NON-COMBAT AWARDS

Accomplishment	XP per character
Solve the puzzles (no hints)	20
Rescue Lyrene	20

The minimum total award for each character participating in this adventure is **75 experience points**. The maximum total award for each character

participating in this adventure is **100 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 up according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Payment from Equarz	100
Pearl	100

POTION OF WATER BREATHING

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

RENOWN

Zhentarim characters only receive **one renown point** for reporting their findings to Equarz.

FAVOR AND ENMITY

The characters can earn the following story reward.

Marked by the Crushing Wave. You have been touched by some force. For good or ill, you do not know. This tattoo resembles a stylized tattoo of a crashing wave just beneath your right eye. Any attempts to remove it fail, and should you cover it, it quickly soaks through any non-magical covering which mildews, rots, or rusts before falling away. The effects of this mark may become apparent in future adventures.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM REWARDS

You receive **100 XP**, **50 gp**, and **five downtime days** for each session you run of this mini-adventure.

APPENDIX: MONSTER/NPC STATISTICS

BULLYWUG

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

GIANT FROG

Medium beast, unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

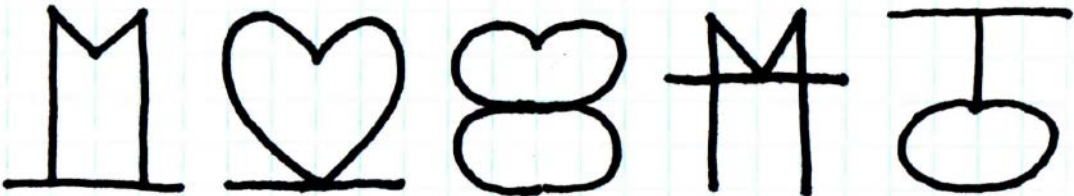
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

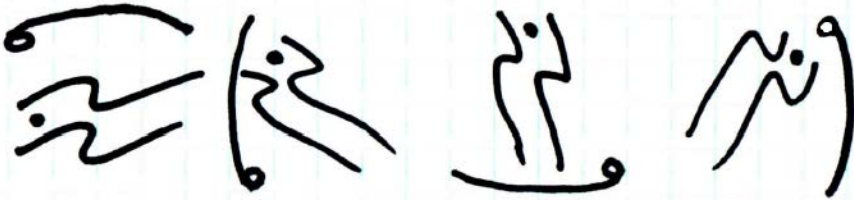
If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

PLAYER HANDOUT 1: A TEST OF INTELLIGENCE AND WISDOM

PATTERN 1:



PATTERN 2:



DM HANDOUT 1: A TEST OF INTELLIGENCE AND WISDOM

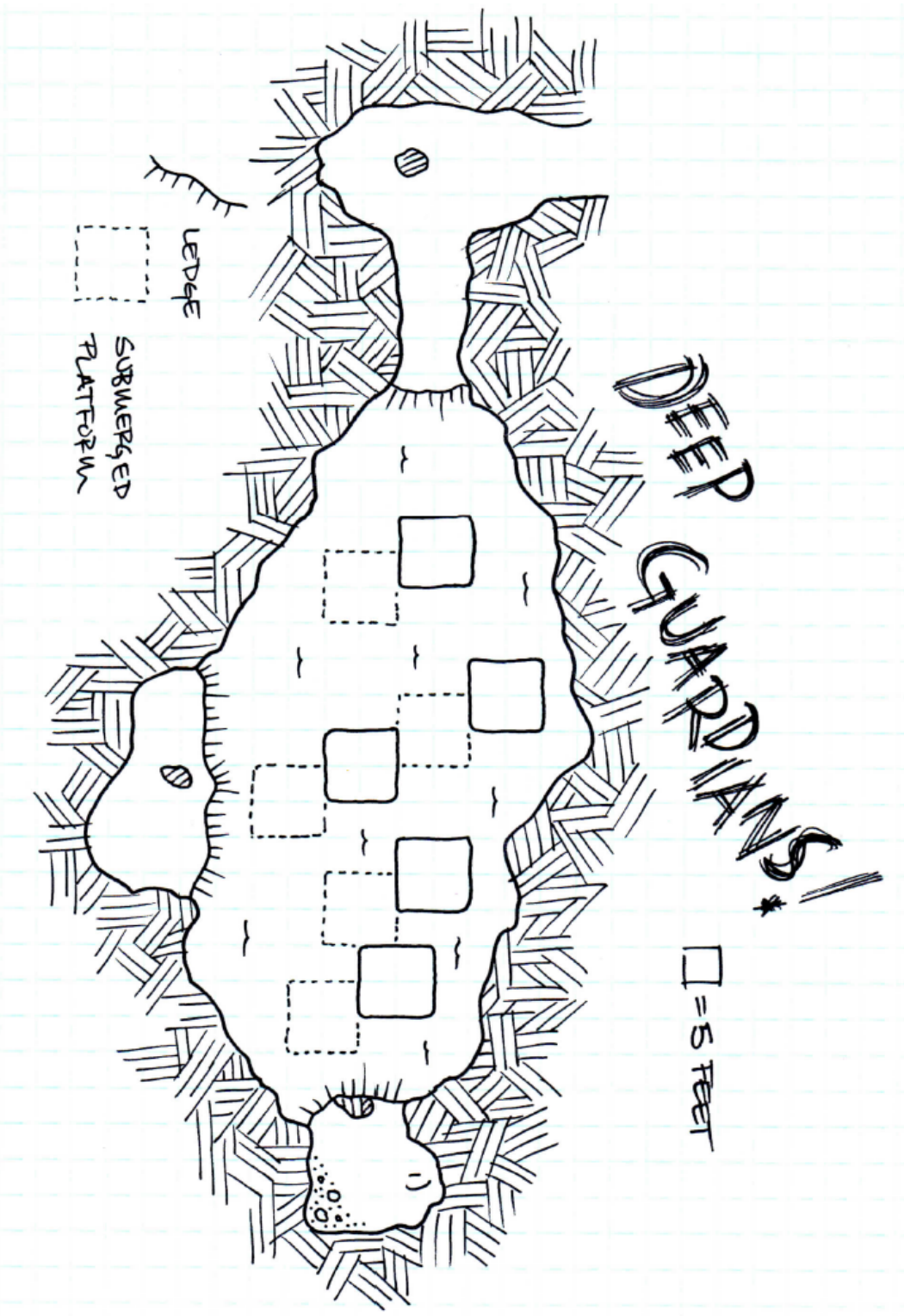
PATTERN 1:



PATTERN 2:



MAP: DEEP GUARDIANS



MINI-ADVENTURE 5: FEAR LIKE DARK OBLIVION

When the players are ready to begin, read the Adventure Hook read-aloud text if appropriate, then continue with the read-aloud text of this mini-adventure.

In the middle of your shifts at the Saj Estate today, the revelry was dampened by news of civil unrest elsewhere in Mulmaster. Rumors and innuendo abound, and it is impossible to discern what caused the unrest, where it happened, or if it really even happened at all.

Mistress Saj approaches you, accompanied by a tall bald woman in red robes. Bowing slightly, she smiles. "I have heard that you are no strangers to peril, so I have a request to make of you. My friend here requires an escort to her home at the Thayan embassy."

The red-robed woman sighs, a smile playing across her lips, "Do not be silly, I need no escort. These rumors of unrest are likely exaggerated, and I am quite able to defend myself should the need arise."

Mistress Saj shakes her head. "I will not permit it. I am sure you are capable, Thundrazi. But the last thing we need is you using magic to fend off disgruntled citizens. Tomorrow the rumor would be that you assaulted them without provocation. Let these capable mercenaries handle the masses."

Mistress Saj tells the characters that they are excused from their normal duties on the condition that they escort Thundrazi, a Red Wizard of Thay, to the Thayan Embassy where she resides and works. In exchange, they receive extra pay when they return to the Saj Estate after their charge is safely home. If the characters ask how much they are to be paid, Mistress Saj simply says that it depends on how much trouble they encounter on the way. Surely the characters trust her generosity, don't they?

ROLEPLAYING THUNDRAZI

Thundrazi is simply humoring her friend. She does not speak to the characters as they travel unless she is spoken to first. Even then, she keeps her answers brief and curt. She does however have a soft spot for the young of any race. This is definitely odd for a Red Wizard, however she is actually a Harper spy working for the Hawks. Keeping her cover is important to her, hence her short answers to any questions from the characters. Only endangering of the lives of children can force her to act out of character.

AN ANGRY CROWD

The Red Wizard Thundrazi does not speak to the characters as they travel unless she is spoken to first. Even then, she keeps her answers brief and curt.

The trip from the Saj Estate to the Thayan Embassy is fairly short, with most of the route through the safer parts of the city. The route passes through an open plaza where common tradespeople and farmers are allowed to sell their wares for limited periods on certain days. It just so happens that the open market is now open in that plaza, and something terrible is about to happen.

Get an idea of where the characters are walking in relation to Thundrazi. Once that is determined, read:

The city's streets are fairly empty, but those people that you do come across give you and your charge a wide berth. Entering an open plaza, Thundrazi pulls a few silver pieces from her belt pouch to buy a straw doll being sold by a farmer's daughter and the young girl's grubby face breaks into a huge smile at the sight of the shiny coins.

"Oy! You!" A deep, barking voice cuts through the plaza. A red-faced dwarf strides across the open area, pointing an accusing finger at the red wizard. "My Pa died at Kryptgarden fightin' yer type and your filthy unlivin' cohorts. Why don'cha spare us all the sight o' ugly gobs and get outta our city!"

The dwarf's open hostility seems to break the dam of silence regarding your charge. Others, emboldened by the dwarf, start yelling as well and start reaching for things to throw.

The characters have a single chance to calm the crowd before they resort to violence. Before they act, you can allow anyone who wants to gauge the tenor of the crowd to attempt a DC 10 Wisdom (Insight) check. If successful, the character realizes that these people are being driven by something more than anger—something unnatural has stirred them into a panic. If this check succeeds, a subsequent DC 15 Arcana checks reveals that some magical force in the area is stoking this fear, which is manifesting in rage. The source of that fear is impossible to pinpoint, even through the use of *detect magic* or similar divination magic.

Calming the crowd requires a successful DC 15 Charisma (Persuasion) check. If the check fails, the rioting commoners start hurling things at the characters and Thundrazi, causing 2 (1d4) points of bludgeoning damage to everyone.

If the characters attempt to stay the crowd's anger in other ways, such as Intimidation or through the use of spells, it is likely to make matters worse. Any actions on the part of the characters that would feasibly heighten the crowd's fear causes more intense violence, increasing the damage inflicted by the thrown objects to 5 (2d4) bludgeoning damage. The DM has discretion in what actions would work to calm the crowd and what actions would worsen the situation.

Whether the characters succeed at calming the crowd or take damage from the pelting, the situation is about to get much worse for everyone.

DEMONIC INTERLUDE

After resolving the confrontation with the crowd, demons appear!

The confrontation with the crowd is interrupted by a loud explosion. The smell of sulfur assaults your senses. Across the plaza, two horrible creatures emerge from a fire that was previously being used to roast chestnuts. These creatures are undoubtedly demonic in origin: although they are child-sized, their bloated, rotting bodies and sharp claws display their dangerous corruption. Nearby, two similar creatures step out of a vendor's vat of boiling water. A mound of loose earth spawns two more, and the kite vendor's stall crumbles as the final two emerge.

The mob scatters, their flight punctuated with accusations towards the red wizard. Thundrazi simply sighs, "Of course." before moving to shield some a pair of children from the creatures.

One the first round of combat the creatures, eight **manes** move toward the characters and attack. On the beginning of the third round, two **dretches** emerge from a building at the edge of the open plaza, moving toward the closest adventurer and attacking. When this happens, the characters hear chanting followed by a scream, coming from within this building.

ADJUSTING THE ENCOUNTER

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

- **Weak party:** Remove four manes
- **Strong or very strong party:** Add two dretches

THE FOUR ELEMENTS

The building where the characters hear the chanting and screaming is an alchemist's laboratory. Its occupant was attempting to use the elements to conjure demons, but he lost control of them.

The equipment here is smashed and scattered around the room, and the tables once holding it are splintered and pushed to the wall. A dead body, mauled with a variety of wounds, lies in the center amid the rubble. The body has disturbed a strange circle drawn there, candles scattered around the body. The body grips a torn page in its hand.

The four corners of the room are filled with four different strange phenomena: a fire raging in mid-air, a floating globe of rippling water, a whistling whirlwind, and a cascading column of sand. Every few seconds these elemental entities pulse, when they do, the circle in the center of the building pulses in response.

The page in the hand of the corpse has complex magical calculations, but one simple statement is scrawled on the side of the page:

"The fundamental elements of our world are in constant, never-ending conflict with one another. While one cannot feasibly exist without the other, neither can they exist when brought together. It's really terribly fascinating."

It is easily apparent to the characters that the four elemental areas are powering the circle at the center, and if the elemental areas are not dismissed, something comes through to this plane via the circle.

In order to shut down the elemental forces, they must each be touched by the element opposite to them. So fire must be touched to the water, and vice versa. Air must be added to the earth, and vice versa. Any type of element can be used—it doesn't have to be magical. Blowing air from lungs into the earth area does the job, for example, but it takes an action to do it.

Every other round, if any of the elemental areas are still active, a **dretch** appears in the circle and attacks. Additionally, a **quasit** is in already the room—having just murdered its occupant—although it is invisible when the characters first enter. It attempts to keep the portal open, distracting the party. It does not leave itself vulnerable, so it moves into position, attacks and flees in the same round, and then use *invisibility* again to repeat its attack.

CONCLUSION

After the characters close the portal by disturbing the elemental nodes, the fear effect that permeated the area is dissolved. Thundrazi the Red Wizard comes into the building to see how the characters are faring, as she has ensured the safety of the children in the plaza.

Seeing the situation, Thundrazi studies the area and realizes what has happened. She calls the characters to come close to her, and she makes a startling revelation.

"I am going to share something with you, and I must insist that you keep this to yourself. I am not in fact a Red Wizard. Rather, I have infiltrated their organization on behalf of the Harpers. I am also a Hawk, part of a clandestine organization within Mulmaster.

There are strange goings on within the City of Danger these days. If you are a friend of Mulmaster and peace in general, be vigilant against the evil that is being brought here."

For their bravery and skill in rescuing these citizens of Mulmaster from certain death at the hands of the summoned demons, Thundrazi gives the characters a *potion of healing*. She also gives them a note for Astrid Saj, detailing their bravery in protecting her. This ensures a payment of 200 gp when they return to the Saj Estate.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Manes	25
Dretch	50
Quasit	200

The minimum total award for each character participating in this adventure is **75 experience points**. The maximum total award for each character

participating in this adventure is **100 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 up according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Payment from Saj	200

POTION OF HEALING

A description of this item can be found in the basic rules or the Player's Handbook.

RENOWN

Harpers characters only receive **one renown point** for closing the elemental portal.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM REWARDS

You receive **100 XP**, **50 gp**, and **five downtime days** for each session you run of this mini-adventure.

APPENDIX: MONSTER/NPC STATISTICS

DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 1/4 (50 XP)

ACTIONS

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

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

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

MANE

Small fiend (demon), chaotic evil

Armor Class 9

Hit Points 9 (2d6 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 1/8 (25 XP)

ACTIONS

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

QUASIT

Tiny fiend (demon, shapeshifter), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapeshifter. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The quasit has advantage on saving throws against spells and other magical effects.

ACTIONS

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

DM APPENDIX: NPC

SUMMARY

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

PERSISTENT NPC

Astrid Saj (SAW). Human female, wealthy merchant, ambitious, hires the characters to assist during her tenday long celebration.

OPTIONAL PERSISTENT NPC

Saul (SAWL). Male halfling, footman in the house hold of Astrid Saj, inquisitive, knowledgeable and talkative, he can be used to impart information about Mulmaster, other servants or guests or alert the characters to job opportunities. A tool for DMs running multiple mini-adventures for the same group, or to encourage characters to take the low paying jobs.

MINI-ADVENTURE 1 NPCs

Arne & Jaque Kron (KRONE). Burly human males, members of the City Watch and brothers of Binnacy Kron.

Binnacy Kron (BIN-ah-see KRONE). Female human, serving as temporary seamstress for Astrid Saj, short, stout, appears used to manual labor less delicate than sewing. She attacked Larch deJun to give her brothers the opportunity to kidnap him.

Larch deJun (LARCH duh-SHOON). Eighteen-year old human male, target of Kron family vengeance against his older brother, kidnap victim.

Maude Kron. (MOD KRONE). Dead female human, her refusal to join the Cloaks resulted in her exile from the city and subsequent death at the hands of bandits. Her family blames the Cloaks and petitioned the god Talos for aid in gaining vengeance.

Nevlon deJun (NAY-lawn duh-SHOON). Male human member of the Cloaks, works to seek out denizens of Mulmaster who practice unsanctioned magic. Older brother of Larch. Hires the characters to find his brother.

Proskler (PROS-kler). Male human acolyte of Talos, god of storms. Sent to assist the Kron family plot.

MINI-ADVENTURE 2 NPCs

Count Blazen Stoe (BLAY-zen STOW). Male human, a Blade (ruling noble) gave an ultimatum to son regarding unsuitable friend 3 days ago, now he wants the characters to retrieve the son from where he is and bring him home.

Ilva (ILL-vuh) (A.K.A Helga or Ilga). Female human barmaid at the Black Blade and Bloody Boar Tavern refuge from Phlan, has been impressed with motivational speaker who encourages people to find the fire within.

Ma. A short elderly female human barkeep of the Black Blade and Bloody Boar Tavern. Sailors blush at her salty language, but she is susceptible to bribes for information.

Mixi (MIX-ee). Young half-elven woman with short dark hair and knife scars from her earlier career as a pirate. Now she is a waitress at the Black Blade and Bloody Boar. Friend of Ilva.

Sebastian Stoe (STOW). Rebellious 16 year old son of Count Blazen Stoe, enamored of Ilva.

MINI-ADVENTURE 3 NPCs

Chroomeg (KROO-meg). Short male human with physical traits that hint of an orc somewhere among his ancestors. Owner of the Oxpit Tavern that has been plagued by vandals.

Yavendel (YAW-ven-del). Female gnome, druid and member of the Emerald Enclave.

MINI-ADVENTURE 4 NPCs

Dylohra (DIE-low-ruh). Female half-elven (moon), currently working as waitress for the celebration. Her sister Lyrene has gone off on a dangerous visit to shrine of Umberlee, goddess of the sea.

Equarz (EH-kwarz). Male elf Zhentarim agent disguised in ragged clothing. He offered Lyrene the option of just describing to him what is in the shrine versus actually stealing from it as an entrance test to join the Zhentarim.

Lyrene (lie-REEN). Female half-elven (moon) sister of Dylohra, trained as a warrior but even though a poor swimmer hatched a plot to steal from Umberlee's shrine to get enough money to leave Mulmaster.

MINI-ADVENTURE 5 NPC

Thundrazi (THOON-draw-zee). Human female Red Wizard of Thay and friend of Astrid Saj.

RESULTS CODE: MARCH-APRIL 2015

If you are DMing this adventure during the months of March or April 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.

