



THE CITY OF DANGER: RECONSTRUCTION

Mulmaster, the City of Danger, has been leveled by the combined might of the elemental cults. In their desperate attempt to open portals to the elemental planes, the cults have destroyed huge swaths of this region. Heroes took up arms; Red Wizards sought to capitalize on opportunity.

Who is left to pick up the pieces?

An Update Demonstrating The Effects Of DDEP2 Mulmaster Undone



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The City of Danger: Reconstruction

DANGER AT EVERY TURN

Never was anything great achieved without danger.
—Niccolo Machiavelli

WOUNDS: OLD, NEW, AND GAPING

The days immediately following the conclusion of *Tyranny of Dragons* (Adventurers League Season 1) saw the city of Mulmaster receiving refugees from the town of Phlan, now claimed by the great, green dragon Vorgansharax (also known as the Maimed Virulence). The gates of the Mulmaster were opened, but it did not take long for the age-old moniker The City of Danger to rear its ugly head: elemental cultists had begun to infiltrate Mulmaster, planning to set into motion a plan that would eventually prove to be catastrophic.

Several groups within the city held tenuously to their power over the following months. The Hawks, long considered as something of a secret police, found a receptive audience in the Lords' Alliance. The Cloaks, keenly aware of the coming danger, were able to fatten their ranks from the inbound stock of refugees and would-be heroes. The Blades would find their loyalties tested time and again, as conflict arose not only across the city but also within their own ranks. The Thayan Embassy grew curiously silent, seemingly content to shore up their own defenses as emotions were heightened and battle broke out.

When attacked from all sides, the city had few options. The attack levied by the insane elemental cultists was costly in more than simple resources: it sapped the hope and drive of the citizens. Now, faced with a bleak future, how best can the city rebuild?

THE ADVENTURERS LEAGUE SEASONS

Defining the timeline of the Forgotten Realms is a truly heroic undertaking, but there are many players that wish to play adventures in a specific chronological order or in a desired window of years (in Dale Reckoning, often simply referred to as "DR"). The information contained here is intended to take place after the events of DDEP2 *Mulmaster Undone*, which sums up the storyline details of the D&D Adventurers League content spanning all of Season 2; the entirety of this content is referred to in this document as *Elemental Evil*.

If you are running adventures from *Tyranny of Dragons*, it is highly unlikely that any of the information here will be useful to you. However, you are free to use it at your discretion. Other adventures after *Elemental Evil* are assumed to use this material as a foundation where ever Mulmaster might be concerned. This includes, but is not limited to, any adventure produced under the [Convention-Created Content program](#).

USING THIS SUPPLEMENT

Many content designers, adventure creators, and novelists have spun stories in and around Mulmaster, the City of Danger over the years. When you run a game in this space, it is important to note that you are by no means required to know all of the history that has come before—though some helpful resources are noted here for your easy review:

- [DDEX2 Elemental Evil Player's Pack](#)
- [DDEX02-01 through DDEX02-16](#)
- [The Arcane Edict in Mulmaster](#)
- [The State of Mulmaster \(pre-Devastation\) & Cloaks tracking sheet](#)
- [The State of Mulmaster \(post-Devastation\)](#)
- [TSR 9474 The Moonsea \(2e\)](#)
- [WotC Mysteries of the Moonsea \(3.5e\)](#)

The events discussed later in this supplement discuss significant spoilers for the entirety of the second season of the D&D Adventurers League. These adventures, commonly referred to as *Elemental Evil*, make a great starting-off point for players and DMs looking to make their mark around the Moonsea.

Furthermore, now that conventions can request approval to create their own custom Adventurers League content in and around the Moonsea it becomes even more important to share the ramifications of the decisions of the heroes of the Realms. As participants in a living campaign, the characters have many opportunities to significantly impact the current and upcoming storylines, and though it can be difficult to point out exactly how the decisions of one party impact every other party around the world... sometimes it can be very easy, as we saw in DDEP2 *Mulmaster Undone*. The aftermath of this adventure and the decisions of the players is known simply as "the Devastation" to the Mulmasterites.

Suffice it to say, abundant spoilers lie ahead. If you have not yet played the *Elemental Evil* adventures and do not wish to know the effects of the actions of the characters that have already played this material, turn back now.

AFTER THE DEVASTATION

GENERAL FEATURES

Where once Mulmaster sported a bustling harbor and fast-paced shipping businesses, and contained a hint of the sea in the air, the city now smolders and smoke taints the breeze.

Many of the low, squat red brick buildings of Mulmaster were able to weather the onslaught, though most of the wooden structures and towers took significant damage. In some areas open portals to the elemental planes rage and twist, unpredictable in their nature but dangerous all the same. Elemental fire blazes bright with no sign of sputtering out, and sinkholes – portals filled with raw elemental earth – litter the northern and western sections of the city. Zhentarim spies skulk amidst the ruined warehouses while overworked laborers strain to shore up the levies around the shattered remains of the harbor; the watchful eyes of the Cloaks gaze over the entire city, but their attentions have been more focused on the rebuilding efforts rather than the enforcement of magical law as they were in the past.

The City of Danger is as it ever was: rife with opportunity, hand-in-hand with the culture that made it famous. The damage caused by the assault of the Elemental Cults has re-opened old wounds and disrupted new alliances, and the days ahead promise that the troubles the people of Mulmaster thought they knew were only just beginning. Through and through, this is indeed an evil city populated by evil people; heroes are in short supply and high demand, and the stakes are higher now than ever before.

Where once the city boasted a population of nearly 50,000 residents, this number has tumbled significantly. The devastation claimed nearly 8,000 lives, and over the intervening months another 13,000 left, starved, or went missing. With nearly half of the city now vacant and smashed, there is a lot of work to be done.

POLITICS

The political structure of Mulmaster is as much a feature of the City of Danger as the harbor, the Tower of the Wyvern, or the Zhent ghetto. This is indeed a multi-layered governmental machine, with nuance and rhythm, but rotten at its core.

The acknowledged leader of the city is the High Blade Selfaril Uoumdolphin. His word is final on all matters within the city, from tariff disputes at

Southroad Keep to accusations of treason and murder. He is served, in turn, by the Blades, a group of sixteen lords entirely loyal to him and his decrees. From here, the Cloaks enforce the edict of arcane intolerance as they have for many years, and the Hawks serve as the secret enforcers of the laws of Mulmaster. Zors and Zoras—such as Zora Culkin—comprise the local nobility, and whether born into it or purchased, these men and women operate with broad authority, often commanding their own small militias.

Most visitors to the city do their best to keep their head down, set out to complete their business in short order, and make haste to exit the area as soon as possible. Punishments for breaking the laws of Mulmaster are often quite severe. For example, the Cloaks are quick to threaten an unregistered mage with a death sentence for casting even the simplest of spells.

THE HARBOR

Although a permanent gate to the elemental plane of water did not open in the Moonsea, a large number of *devastation orbs* from the Cult of the Howling Hatred and the Cult of the Eternal Flame detonated in the harbor by adventurers seeking the fastest resolution to a problem that was outside of their ability to resolve. While these decisions mitigated much of the damage that might have been incurred, the harbor as it was ceased to exist on that day. Littered with the ruins of destroyed buildings, smashed ships, and the churned-up debris from the bottom of the Moonsea, its water is now only a few feet deep and the loose silt obscures ship-destroying treacherous detritus.

With ships no longer able to enter the area and no serviceable docks along the nearby shores of the Moonsea proper, trade is largely restricted to the roads to the south and east. The larger problem, though, is that the harbor represents the primary food source for many of Mulmaster's residents, and the wave of devastation has almost entirely eliminated this option. The people are now entirely reliant upon the Zhentarim Market or the Thayan caravans, neither of which offer desirable prices or goods.

There has been some work performed towards making the harbor navigable again, but it will likely be many years before all of the debris is cleared out. Perhaps the aquatic elves of the Moonsea could be convinced to help, but they are reportedly upset about a number of cultists exploiting undersea

resources and searching for artifacts from their ancient kingdom.

TOWER OF THE BLADES

The Tower of the Blades serves as base of operations for the Blades of Mulmaster, the ruling council that answers directly to the High Blade. Additionally, several hundred guards, both private and conscripted from the city's armed forces, live and work here. It is said that secret dungeons exist below the Tower, and that dozens of hidden passages honeycomb the ground below and even lie within the walls themselves.

TOWER OF THE WYVERN

This ornate structure serves as the home and offices of the High Blade of Mulmaster, Selfaril Uoumdolphin. In addition, a dozen Cloaks reside here as part of his personal retinue, along with about a hundred guards and soldiers. The building also provides employment for dozens of servants that have been tasked with the care and maintenance of the facility. The facility is actually a full-fledged castle, with multiple towers and thick walls built of imported marble from the Dragonspine Mountains and stained glass windows from all over the world.

Rumors persist that the dungeons below the Tower actually lead to a diabolical pleasure pit, full of hedonists and succubi. However, the doors are sealed with solid masonry and potent spells, and the Cloaks often remove careless explorers from Mulmaster in short order.

THE TOWER OF ARCANE MIGHT

The Cloaks of Mulmaster are an arcane brotherhood that seeks to protect the city from mystical threats both internal and external. In the old days, casting arcane spells was expressly forbidden save for members of this group, but ever since the assault they have had a more tolerant view—to a limited extent. While they are allowing more people to join, they are by no means a forgiving organization.

Their stone tower took a fair beating but still stands. Perhaps out of a sense of pride, or a desire to connect with the citizens, the Cloaks have so far refused to undertake full repairs upon their home; they seem to be wearing the damage like a badge of honor. Rumor has it that many of the original protective enchantments crumbled during the attack, but without those spells the tower would

likely have collapsed in upon itself, trapping or killing that remained those within.

Rastol Shan has been active in his efforts to recruit and train new Cloaks, including posting ads and broadsheets around the city indicating this need. The pay may not be much, but the Tower includes living quarters, laboratories, and research spaces for the group.

THAYVIAN EMBASSY

The term “Thayvian” is a more elegant phrasing of “Thayan”, though the Red Wizards will not tell their visitors this outright. They find that their subtle games are best played over long timelines, so as to keep scrutiny of their motivations and goals to a minimum. Although the crumbling of the city exacted a heavy toll upon the arcanists, they did not delay before beginning their repairs. Through the use of their necromancers and abjurers, they quickly rebuilt the walls around their embassy, higher and thicker than before; in mere days, their home and support buildings were complete, and all of their labor had been supplied by the unfortunate citizens that perished during the assault.

In order to build goodwill in the city, they began to slowly mete out rebuilding efforts to spaces near their own holdings. They did not ask for compensation from the city, and they did not seek out approval for their work. They worked overnight, but not in secret; they asked for survivors to move along so they would be able to avoid witnessing their deceased loved ones working to restore the city. The Thayans may have referred to Mulmaster as a conquered territory in the past, but now they openly refer to it as The Gem of the North. Some of the more observant Mulmasterites have reported archaeological goods and wagons flying Thayan colors coming in and out of the city under the cover of night.

Curiously, one of the Zulkir—essentially the Thayan ruling council—took up residence in the City of Danger. Dar'lon Ma, Zulkir of Enchantment, has taken a firm interest in the daily activities of the city. He has been seen many times in the public company of Rastol Shan, master of the Cloaks, and the two seem to have developed a close bond.

THE ZHENT GHETTOES

The Zhentarim ghettos in the southeastern portion of the city experienced some of the most extreme damage during the siege. Nearly every building was destroyed or suffered major fire damage, and in a

few places some portals to the elemental plane of fire still rage. While thankfully small in size, their continued presence is still quite dangerous. However, the Zhentarim and the Red Wizards of Thay appear to have resolved some of their former issues, and the Thayans have extended some of their rebuilding efforts into the run-down section of town the Zhentarim call home.

The Cloaks and Hawks have routinely turned a blind eye towards this part of town; historically it was because of the deeply-rooted loyalty that the residents held towards to the Zhentarim, but more recently it is due to the influence of those foreign wizards. So long as the crime stays down, bodies don't turn up elsewhere in the city, and the fires are controlled, the city seems to be willing to politely look away.

Many resources are unfortunately denied to the residents of Mulmaster thanks to the destruction of the trade routes including the harbor and roads. The Zhent quartermasters have been quick to identify these opportunities, though, and several of the stores around Mulmaster are now part of a larger Zhent Market organization. Outwardly, these associated venues have pledged a portion of their proceeds to go directly into the reconstruction efforts, the truth is that each of these storefronts is actually an outlet for illicit goods, illegal tasks like murder-for-hire and poisons, and can procure nearly anything that an enterprising agent of the Black Network might need—for a price.

PROCURE ILLICIT GOODS

In the D&D Adventurers League Player's Guide, there is a reference to an activity entitled "Procure Illicit Goods". Thanks to the upheaval in this area and the general instability of the black market, this faction activity for members of the Zhentarim is alive and strong!

SHRINES & TEMPLES

The City of Danger has held numerous shrines and temples dedicated to a large number of deities, and the modern day is no exception. The damage caused here has served to strengthen the faith and resolve of many of the surviving citizens, though a few deities are reduced in their visibility here.

CYRIC

The worship of the God of Lies has gained some strength in the days since the attack, and the Black Lord's Altar yet thrives. Many of his followers are con men and charlatans, and with Mulmaster in such a state...opportunities are plentiful. His temple

crumbled a bit, and though his faithful are not moving quickly to repair the building it is still a beautiful facility. Tall black-and-red spikes rise from the walls and roof at odd angles, a visual dance of danger and unholy rhythm. Crimson light streams out of cracked windows, bathing the space around the temple is a palpable sense of malice. Non-worshippers are never allowed inside, and it is said that certain divine wards have been installed to ensure the security of this place of worship.

LOVIATAR

The temple to the Maiden of Pain, known as the High House of Hurting, crumbled nearly to dust during the assault. Her faithful have been slow to return. As befitting her faith, it is said that anguished, pained wails can be heard from the rubble. The people of Mulmaster have chosen to leave the rubble in-place and are not yet seeking to rebuild her house. Even so, visiting clergy feel a closeness to Loviatar if they sleep among the ruins, often claiming that they were whipped mercilessly throughout the night by unseen assailants.

TEMPUS

Several elemental rents have taken up residence here, spouting large plumes of elemental fire and belching noxious gases. The castle-like structure known as the High House of Swords is largely intact, though most flammable materials have long since burned away. The Order of the Gauntlet and the paladins of Tempus would love to return the facility to its former glory, but their efforts to shut down the elemental portals have thus far been thwarted. Most people that seek to pay their respects to the Foehammer do so from the street, or by seeking out employment with the Blades.

AZUTH

As the worship of Mystra is disallowed within the walls of Mulmaster (save for observances as made by some members of the Cloaks in a private shrine within the Tower of Arcane Might), some people that seek to pay their respects to the gods of magic do so at this spacious complex near the northwestern wall. Quiet and studious, the clerics here spend their time poring over tomes of lore that chronicle the earliest days of the civilizations around the Moonsea and scribing spells so that the Lord of Spellcraft will be appeased. This temple is known locally as the Tower of Mysteries.

TYMORA

This temple—a casino, really—did not fare well. When the flying airships of the Cult of the Howling Hatred began to drop from the sky, several landed in the city. The ship that crashed here was a former riverboat ironically named “The Lucky Coin”. The destruction of both the boat and the temple were near-complete, but the faithful of Lady Luck swear that it is a sign from their god. They have begun repairing the boat and plan to re-open it soon as a land-locked casino river barge, resort destination, and place of worship for those that observe the Smiling Lady. Formerly known as the Gate of Good Fortune, the surviving residents have a more colloquial name for it: the Lucky Coin.

BANE (SHRINE)

Where once the worship of Bane was accepted amongst the citizens of Mulmaster, it has largely fallen out of favor. Their temple was razed in the attack, and the agents of the Black Hand have not taken this very well at all. It is whispered that the faithful of the god of Tyranny are also responsible for the erection of the shrine to Kyuss; if this is true, it may signify that dark days are fast approaching.

KYUSS (SHRINE)

Beneath the scraps of the wrecked ships and ruined docks, a shallow space has been scraped out of the mud. Now lined with bristly green worms and the shed carapaces of other invertebrate vermin, this shrine to the Writhing God is tended by those that fear his return. Not long after the city began their efforts to rebuild in earnest these insects began appearing in larger numbers. Though the worship of Kyuss is rare even in the jungles of Chult where his faithful are the most numerous, the mere presence of this shrine seemingly indicates that the City of Danger may have even harder days ahead.

LATHANDER (SHRINE)

Near Southroad Keep stands a hill with a disheveled shrine dedicated to Lathander, the deity of renewal. Beneath the grime and filth, it can be plainly seen that the bronze holy symbol—that of a dawning sun on the horizon—is in very good repair, as if someone regularly performs upkeep on it. The soil surrounding the holy symbol and the thick bronze post that it rests upon is churned up and seems to be constantly damp, with an appearance not unlike the mounds that worms leave behind after a rainstorm. The faithful of Lathander are in short supply since

the catastrophic events of late, but his clergy are strong in their faith.

MALAR (SHRINE)

As befitting the Beastlord, this shrine is adorned with the severed feet of wild animals as well as other grisly trophies. It stands just outside and slightly north of Southroad Keep, and drives away almost as many curious travelers as it attracts. Worship of Malar is not common inside the city walls, but failing to respect him—and the dark side of nature that he represents—during a hunt or a trip through the forest is simply foolish.

MASK (SHRINE)

Themes of subterfuge and deception run deep in Mulmaster, and the shrine to the god of those classic arts is no exception to this rule. Outwardly it looks like a small building standing in the middle of the street, but therein lies the deception: inside it is a maze of mirrors and wardrobes, each lined with cloaks, decorative masks, and other symbols of high fashion. It is said that one cannot enter the shine of Mask if she herself is not wearing a mask, but scholars have often debated the meaning of this legend as deception and lies can serve as an immaterial mask for one’s identity or personality. The residents of the city have not mustered the courage to test this theory, though.

UMBERLEE (SHRINE)

The shrine to Umberlee has not been maintained or tended to in some time. It now rests amidst the ruins of a broken and rotting boardwalk atop a sandbar; the harbor is far too treacherous for people to trek out to it and pay their respects. In a sense, this represents the spite of the sea, but in another...if the Bitch Queen is not given her due respect, her ire is known to be legendary.

INNS AND TAVERNS

THE BLACK BLADE AND BLOODY BOAR

This establishment is loud and boisterous, and makes no apologies for the actions of its patrons. It is said that everyone that steps foot into the bar is expected to either buy a round or bare-knuckle fight another patron, and though the regulars look tough they will neither confirm nor deny such rumors. If someone wanted to get a less-than-legal job done, it is said that the Black Blade is a great place to begin searching for a contractor. This bar can easily be identified by their distinctive sign outside: a wooden

sculpture of a boar being impaled by a rusty iron sword.

THE LEANING BOOT

The patrons of the Leaning Boot don't ask many questions, and if someone needs to ask where to find the Boot they are unlikely to gain entrance. For years, it has been located in the basement of a building near the harbor, though it has moved locations a number of times due to raids by the Hawks, City Guard, and—rumor has it—even the Cloaks. The entrance can be identified by the presence of a weather-worn black leather boot nailed to a doorframe. Only the most dedicated of drinkers spend any appreciable amount of time here; sailors, old locals, and some very cranky dwarves are among the regular patrons. The Boot only serves vat-fermented drinks, such as beer and ale; no spirits are served here.

OXPIT TAVERN

The Oxpit Tavern is a rowdy place for travelers and locals alike to congregate. Bards frequent this establishment and provide entertainment in exchange for food and drink, as the Tavern is well known for their roasted ox recipe.

TRAVELER'S CLOAK INN

Much of the Traveler's Cloak Inn was safe from the rampage of the arcane siege engine that the Cult of the Eternal Flame unleashed from the Zhentarim ghettos, though the neighborhoods around it were not so lucky. The employees of the Inn swear that a sparkling dome rose around the building, but some of the citizens swear that the building was fully engulfed by the blaze but was rebuilt upon the following dawn. Whatever actually happened, the Traveler's Cloak Inn is taking customers, serving wines and ales, and offering stable space for trusty steeds just as they did for many years prior to the assault.

Widely considered to be a high-end establishment, the Traveler's Cloak Inn offers a fireplace in every room and three complimentary meals for every prepaid night's stay. At a cost of 20 gp per night per room (+5 gp for each stabled mount), the high cost is actually supported by its patrons. All meals are prepared by a highly skilled Waterdhavian chef, and a master dwarven brewer resides in the cellar, crafting ales, mulling ciders, and carefully selecting the right icewine to compliment the meal.

THE WAVE AND WINK TAVERN

A bawdy dance hall and festival space just a few blocks from the Tower of the Blades, The Wave and Wink has long been a favorite place of respite for travelers, merchants, and sailors. The occasional noble can be spotted here, often attempting to be remain as low-key as possible, as certain pleasures are rumored to be had if the coin is right.

The balcony inside this large building suffered some structural damage during one of the earthquakes that rocked this part of the city but it was quickly repaired. The cost of the repairs and upgrades has been wrapped into the door charge, which is now 5 sp. They offer a bar that is well-stocked with mid-grade liquors and ales, but the choices are plentiful and they offer a "Buy Five, Get One Free" promotion

The Wave and Wink is the most frequented dance hall in Mulmaster. Many people wanting a good night out on the town go to the Wave and Wink for good, rowdy entertainment. The cover charge is 2 sp. Food is served here, but the wide selection of ales and wines is its largest draw.

THE WINDSNUG HEARTH

A favorite spot for visiting merchants and traders, this inn & tavern has a small bar and serves all food directly to the patron's room. The food is often more upscale than other similar establishments around the city, with meals starting at 1 gp for lamb chops and honeyed mead. Due to the clientele, it is not uncommon to see a number of beggars and pickpockets outside in the street, and to discover a con man or two lying in wait in the tavern.

SOUTHROAD KEEP

Southroad Keep is the longest-standing building in Mulmaster, and the recent attacks were unable to bring it down. Although it did suffer massive structural damage and the prison complex beneath it flooded with brackish seawater, the walls of the keep can still truthfully claim to have never been breached. As in the days prior, it continues to serve as the seat of standard government; tax collectors, members of the guard, and visitor information services can all be found here.

While the Keep tends to be the center of bureaucracy and therefore more often than not can be seen to be full of people working hard but not appearing to make much, if any, headway, the Red Wizards have been granted their own smaller gate adjacent to Southroad Keep. Under the orders of

Rastol Shan, this gate was established and remains manned by a select group of Cloaks; only the Red Wizards and those that fly their banner are allowed to freely enter or exit via this route; all other travelers are detained for lengthy inspection.

PERSONALITIES: WHO YOU NEED TO KNOW, AND WHO YOU HAVE TO KNOW

POWER GROUPS AND STRUGGLES

THE BLADES

The Blades purpose is something of a sham. The citizens of Mulmaster recognize them as the rulers of the city, but in truth the Blades only echo the desires of the High Blade. They may occasionally influence those wishes, but rarely can the High Blade be dissuaded. Unknown to the populace of the City of Danger, the Thayvians have flexed their political muscle and have installed several additional Blades in recent weeks. Where historically only sixteen Blades served at any one time, their number has bloated to nearly twice that amount with twenty-nine people holding that title now.

THE CITY GUARD

Most of the City Guard are members of the Soldiery that were unable to maintain that force's strict performance standards. They are loosely organized and frequently abuse their power, choosing instead to toss a harasser or low-level criminal into an alley or the harbor instead of arresting them. Ostensibly, they serve to protect Mulmaster from internal threats but their disorganization often hampers these efforts, even among the loyal and capable members of the group.

THE CLOAKS

The formidable mage Rastol Shan serves Mulmaster as the de facto head of the Cloaks. Where once this oppressive group sought to control the flow and practice of magic within the walls of the city, more often than not in recent days they have been working to weave their arcane talents in an effort to restore the ruins of their home. Members of this order, both long-term and new, have entered into an arrangement of mutual and intentional ignorance of the other's actions; this has led to a few questionable incidents that resulted in unattended undead servitors being found wandering loose elsewhere in the city.

THE HAWKS

Led by Groshin Lor, the Hawks are an elite and highly-regimented military force in Mulmaster. They excel in subterfuge and stealth, often working so quickly that their targets cannot thoroughly process or evaluate what happened to them.

THE SOLDIERY

In better days, the collected forces of the Mulmaster army and navy were known as the Soldiery and they numbered well into the thousands. Since the Devastation, though, this number has tumbled and barely 500 remain. Despite this, they are well-trained and serve to protect the city from external threats to the best of their ability. They are actively dredging the harbor and hope to be able to re-open the docks within the next five years. High performing members of the Soldiery may be extended an invitation to apply for a position with the Hawks.

THE THAYANS

Within days of the attack, the Thayans made their intentions plainly known: they were going to rebuild this city. They repaired their embassy and erected nearby walls within a few short days, and then began working on the exterior city walls and nearby buildings. If asked, they simply respond that "Mulmaster has not yet realized its true destiny" or that they are "like you, here for the greater good". This is a dramatic change for the wizards, and should you find yourself at the business end of a spell or undead monstrosity after dark...well, it's probably too late.

Rumors abound that the Red Wizards are digging up ancient Netherese ruins in the surrounding countryside, and that the Mulmasterites are loathe to stop them for fear that the Thayans would remove the aid they are bringing. It's a devil's deal, but one that apparently needs to be honored.

LEADERS & PEOPLE OF NOTE

GROSHIN LOR

Male human. The spymaster of the City of Danger is now in his sixties. In addition to leading the Hawks (the elite soldiers of Mulmaster and its interests around the Moonsea), Groshin Lor is also a proud member of the Lords' Alliance. In his youth, he was tortured by Thayan interrogators and ultimately earned several vicious scars and lost three fingers, but over the years his charm and positivity has not waned. He wants to see Mulmaster's identity preserved and strengthened, and is willing to take any needed actions to ensure that this happens. He often employs illusory effects to mask his deformities, but will sometimes leave them visible if he needs to make a certain type of impression upon one of his "guests". Despite his involvement with the Hawks, he is sometimes referred to as "the smiling

shark". The increased presence of the Thayans in his city has him on-edge, but he knows that he cannot work against them without the full blessing of the High Blade.

HIGH BLADE SELFARIL UOUMDOLPHIN

Male human. As the High Blade, Selfaril has long enjoyed a lofty position in Mulmaster. That is not to say that he has not worked hard for his position and his constituents; rather, he has worked hard to maintain the illusion that he is a respectable leader and capable politician. In truth, Selfaril is a man of deep pockets and incredible means; he will not hesitate to lay low his enemies through the use of assassins and magic, and he is quick to heap rewards upon his allies and entourage.

Selfaril was a devout follower of Bane for many years, but the recent events have caused him to question his faith. He cannot fully extricate himself from that church due to their level of involvement in the daily operations of the city (which is by his own doing).

Though he once had a strong relationship with Rastol Shan and the Cloaks, in recent weeks he seems to have withdrawn from the mage's company. The duties and responsibilities of leading Mulmaster have taken precedence, and the often-present Thayan Zulkir Dar'lon Ma counsels the High Blade on the ongoing rebuilding efforts. The High Blade still broadcasts that he is committed to rebuilding this city, but his attentions are spread amongst many projects now and it is not uncommon for graft and bribery to take precedence amongst the Blades now. Thanks to the destruction wrought in the city, his trust in the Cloaks is at an all-time low and he does not hesitate to employ Red Wizards when investigating any Cloak that he deems "dubious" or "strange."

RASTOL SHAN

Male human lich. Rastol is a man that has seen much during his years in Mulmaster... mostly because he is a lich. As the most senior among the Cloaks of Mulmaster, he commands a significant amount of arcane power and has a small army of mages, wizards, sorcerer, and potent artifacts to back him up.

No one knows that he is undead, or that he is actually Thurndan Tallwand, the senior cloak at the time of Selfaril's imprisonment over a century ago—even his peers among the Cloaks. He shrouds his true nature in powerful spells, as well as mundane

means; heavy purple robes, an ornate mithral mask, and cloying perfumes.

His true motives are unknown to all but him, but outwardly he seems focused on the protection of Mulmaster and of magic itself; in recent weeks, though, he has had a curious and strained relationship with Zulkir Dar'lon Ma, a visiting dignitary from the Thayan Plateau far to the south. While he appears to accept many of the Zulkir's views and decisions, those that know him can easily identify that he is uncomfortable doing so.

ZORA ROSEALINE CULKIN

Female human. Now in her mid-thirties, Zora Culkin is a former Cloak that gave up the use of magic in order to better lead her family and house to success. No stranger to caution and suspicion, she has worked to improve the lives of the residents of Mulmaster in many different areas. She has taken a dim view of the increased Thayan presence in her city and quietly works to shore up her own resources "just in case". She is often quite generous with adventurers as well as the residents of her various holdings. She is rarely seen without her enameled breastplate, ornate rapier, and cream-and-rose colored cloak.

ZULKIR DAR'LOM MA

Male human. Tall, dark-skinned, and broad shouldered, Dar'lon Ma is not your typical Red Wizard. He is friendly, boisterous, and appears to have a sincere interest in the betterment of Mulmaster. He is one of the normally-elusive Zulkir and unlike others his station, he does not hide behind his title while minions perform his work. When he is not brokering deals with other craftsmen in the city, he can be found with Rastol Shan, working on civic restoration plans in Southroad Keep.

His arcane tattoos are laced with runes, sigils, and symbols of enchantment, though if someone recognizes them he laughs loudly and proclaims that he "would not deign to cast upon a friend in the midst of parley". The other Red Wizards silence themselves at his approach, and even Rastol Shan appears to defer to his judgement. Though he demonstrates a desire for goodness, there is definitely a core of something sinister beneath his blindingly white smile and words of friendship. He has a solid and productive working relationship with the High Blade and can sometimes be spotted sharing a meal with him at the Traveler's Cloak Inn.

ADVENTURING IN MULMASTER

THE FACTIONS IN MULMASTER

Several months have passed between the culmination of the *Elemental Evil* adventures, and the factions of the Moonsea have wasted no time in shoring up their resources and investments in the region surrounding Mulmaster. The City of Danger presents new opportunities at every turn, as old alliances are strengthened and new ones are forged.

The faction activities presented in the D&D Adventurers League Player's Guide are still very much in effect and appropriate for continued usage. The city needs heroes—and villains—now more than ever.

GENERAL (NO FACTION)

Perhaps you have been drawn here by the rumors of employment during the rebuilding of the city, or maybe it was the whispers of raw elemental portals that remain open to this day. Whatever drew you here, there is certainly plenty to see and do—and if you proceed carefully, you may even live to spend that hard-earned coin!

EMERALD ENCLAVE

The widespread leadership of the Emerald Enclave have become far more interested in the ongoing activities of the City of Danger ever since the *devastation orbs* detonated and laid waste to so much of the area. Elemental energies still run rampant through the city, and though some zones are merely small rifts to the elemental planes, several of them are large and gaping wounds to unexplored locales—and that potentially provide access to curious visitors that may not have the best interests of Faerûn in mind. Additionally, the harbor has been reduced to a shallow muddy mire, and the wildlife in and around the Moonsea near Mulmaster has been behaving erratically.

HARPERS

The Harpers took the defeat of Mulmaster very personally. Those that remain in the city work diligently to protect the citizens that are unable to flee, and seek to keep a watchful eye on the growing interest of the Red Wizards as well as the Zhentarim. Should these two groups be allowed to develop unchecked, the Harpers would likely be unable to save anyone else in this area from the horrors and atrocities that would undoubtedly emerge from that

alliance. With many of their allies dead, Those Who Harp must operate now, more than ever, in secret.

ORDER OF THE GAUNTLET

Many of the temples and shrines that once drew members of the Order of the Gauntlet to Mulmaster have been destroyed or dismantled, but there is still a strong reason to travel here: the people are hurting and need your help. Perhaps you have been drawn here because you've heard of the increase in the activity of the Red Wizards, or perhaps you were summoned here by other members of your order simply because the city needs to be rebuilt. Whatever the reason, you are destined for great things and these people will surely benefit from your presence and leadership.

LORDS' ALLIANCE

While within the city of Mulmaster, the Blades provide much of the same impact as the Lords' Alliance does elsewhere in the world. Agents of the Alliance can often find easy-to-earn homes within the Blades' retinue, and are commonly hired on as personal guards, confidants, or advisors. Though much of the city is in ruin, opportunity abounds and political power is the most valuable currency—though a few well-placed cutpurses can do very well for themselves here. Whether you stand to serve yourself or if you fancy yourself to be here for the best interests of the common people, the future is wide-open and ever-changing in the City of Danger.

ZHENTARIM

Once, the Zhentarim held a sort-of folk hero status in the ghettos to the east. This sentiment is long gone, now; the buildings are awash in raw elemental fire that neither abates nor diminishes. The Zhentarim are known to be in the city, but it appears that their activities are quieter than they were in the past. Opportunities abound for those Zhents that would take on jobs with shady cover, or are seeking out a no-questions-asked employment arrangement.

THE CLOAKS OF MULMASTER

During the course of *Elemental Evil* (Adventurers League Season 2), characters may have had the chance to join the Cloaks of Mulmaster. This organization jealously governs the use of magic inside the city limits, and those caught casting arcane spells are given a simple choice: joining the Cloaks, or face maiming exile, or even death.

Now that the Thayans are exerting their influence across the city, the goals of the Cloaks may be changing. But for now, everything appears to be business as normal. Maybe you've come back to catch up with your allies, or maybe you're investigating the claims that the Thayans are twisting this group into something new; keep your head down and your wand ready!

JOINING THE CLOAKS

Even with the Arcane Edict in place in Mulmaster, it is possible for characters to cast arcane spells and continue to thrive in this city. This is most commonly accomplished by joining the Cloaks; rules for this can be found in the "The State of Mulmaster (pre-Assault) & Cloaks tracking sheet", available on dndadventurersleague.org and linked earlier in this document.

APPENDIX. MULMASTER MAP

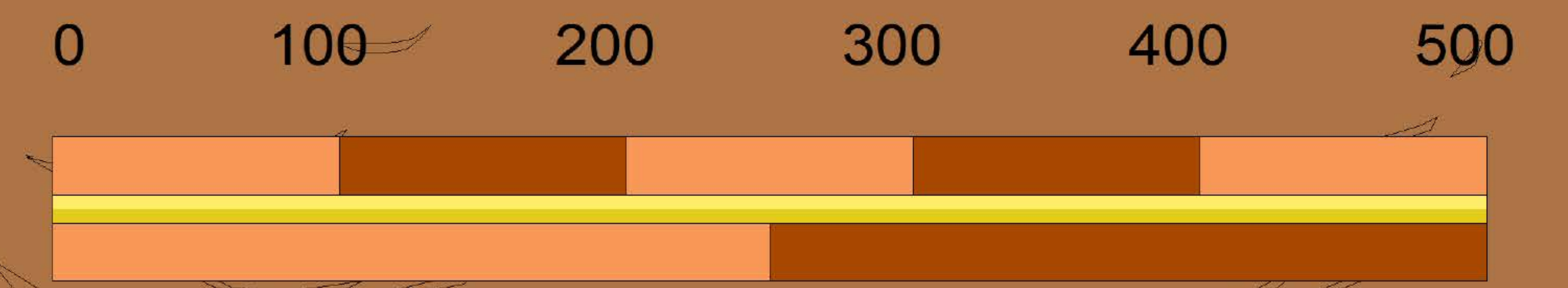
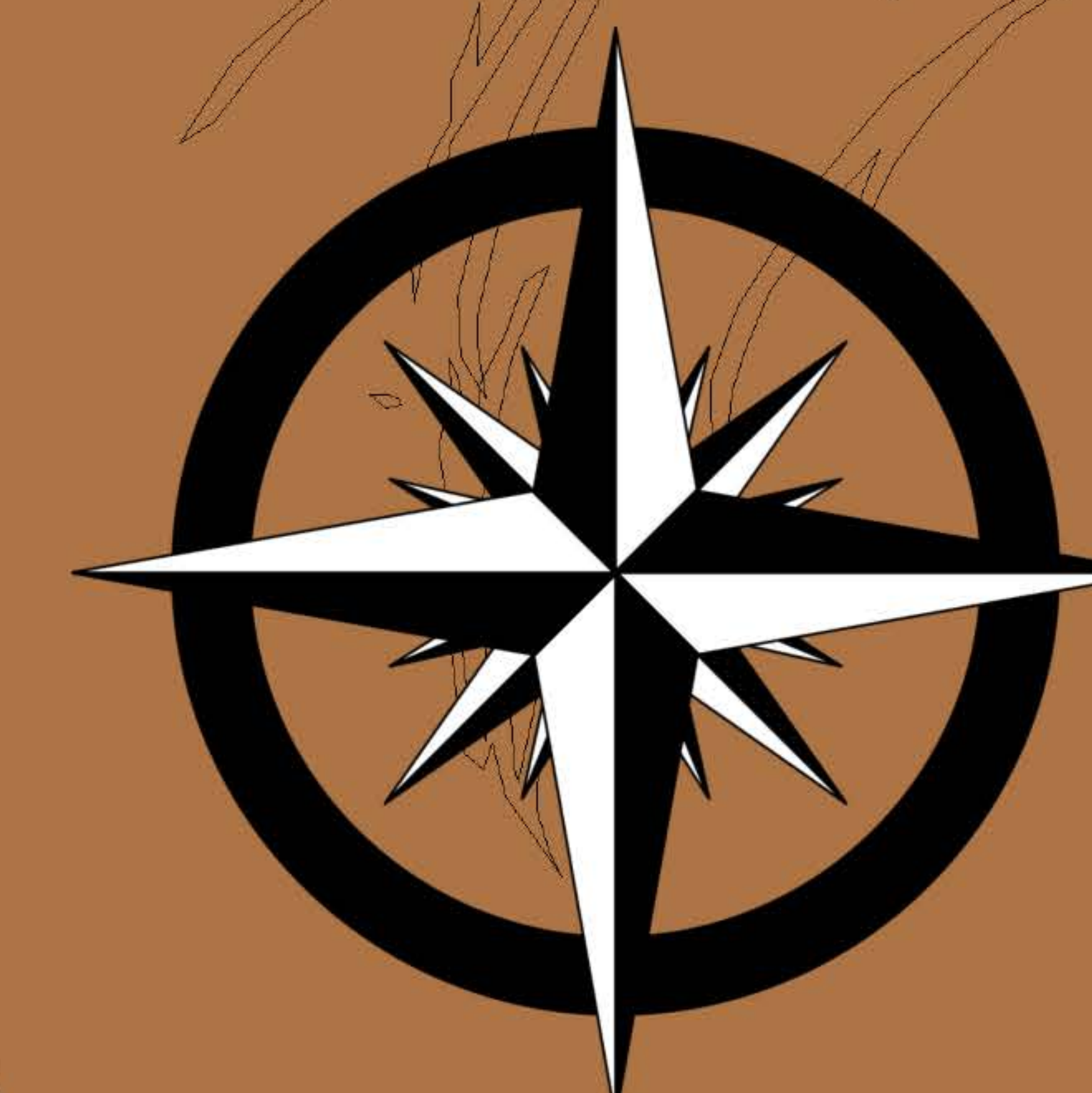


Mulmaster pre-Devastation



Points of Interest

- 1 Tower of the Blades
- 2 Tower of the Wyvern (High Blade's residence)
- 3 Southroad Keep
- 4 The Black Lord's Altar (temple to Bane)
- 5 High House of Swords (temple to Tempus)
- 6 High House of Hurting (temple to Loviatar)
- 7 Tower of Mysteries (temple to Azuth)
- 8 Gate of Good Fortune (temple to Tymora)
- 9 Traveler's Cloak Inn
- 10 Oxpit Tavern
- 11 Wave & Wink
- 12 Harbor
- 13 Lighthouse
- 14 Thayvian Embassy
- 15 House Built on Gold (Harpers' House)
- 16 Tower of Arcane Might (Cloaks' Tower)
- 17 Shrine to Lathander
- 18 Shrine to Malar
- 19 Shrine to Mask
- 20 Shrine to Talos
- 21 Shrine to Umberlee
- 22 Black Blade and Bloody Boar
- 23 Windsnug Hearth
- 24 Leaning Boot
- 25 Storm Gate
- 26 Zhentarim Ghetto



Scale in Feet


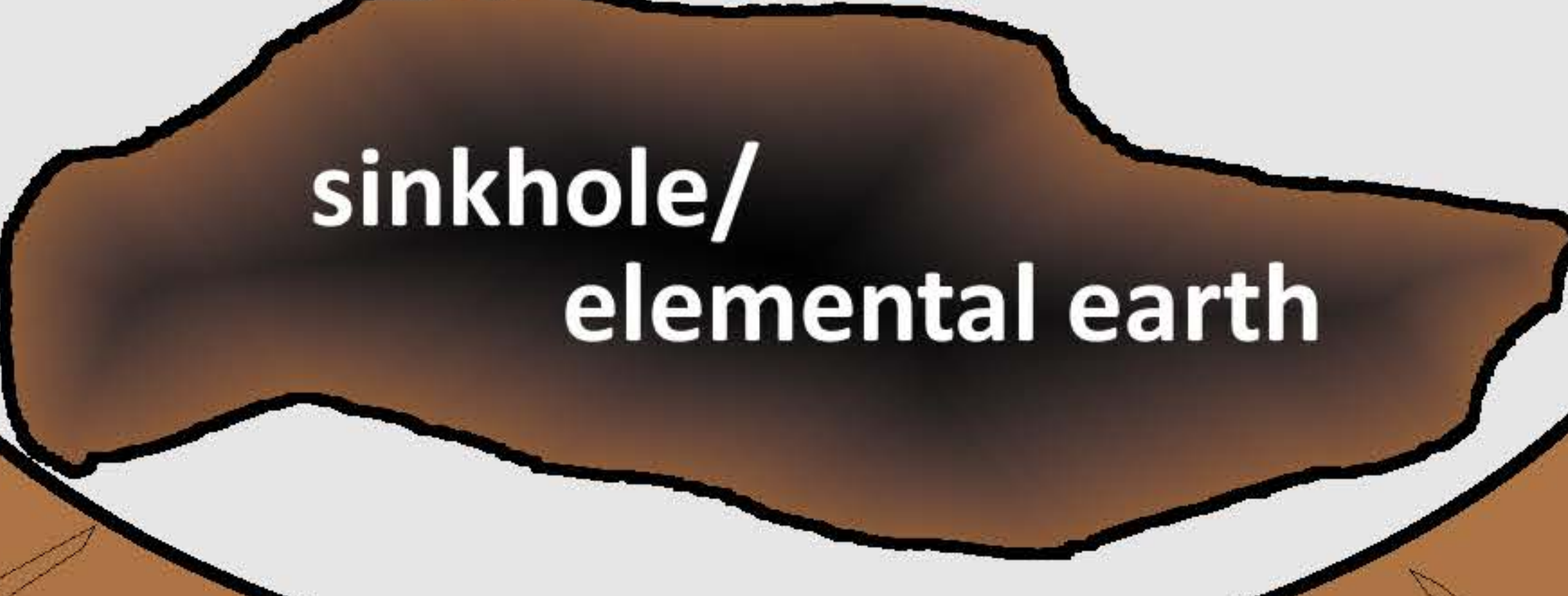
Mulmaster post-Devastation



Points of Interest

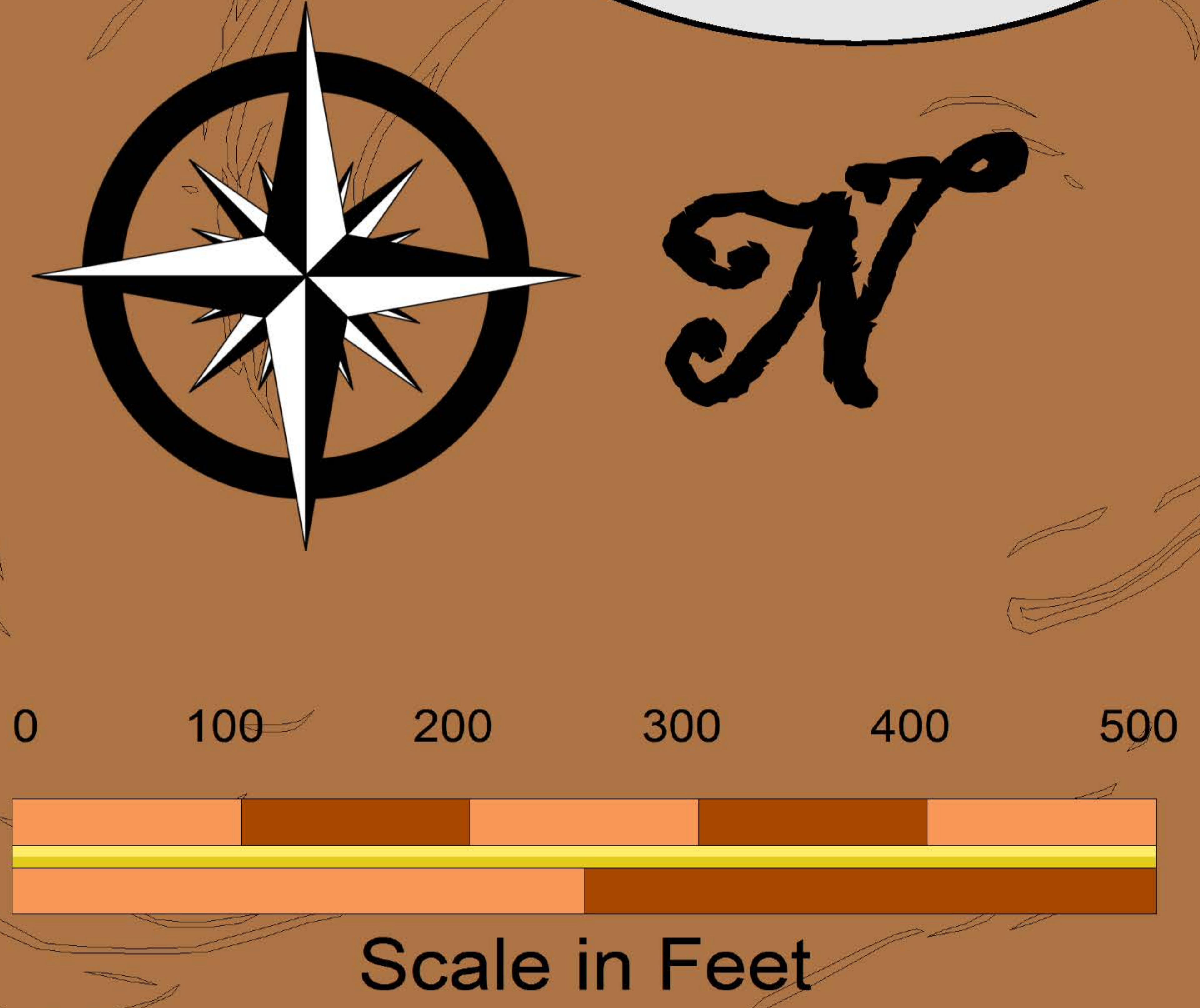
- 1 Tower of the Blades
- 2 Tower of the Wyvern
- 3 Southroad Keep
- 4 Ruins of the Black Lord's Altar
- 5 High House of Swords (temple to Tempus)
- 6 High House of Hurting (temple to Loviatar)
- 7 Tower of Mysteries (temple to Azuth)
- 8 Gate of Good Fortune (temple to Tymora)
- 9 Traveler's Cloak Inn
- 10 Oxpit Tavern
- 11 Wave & Wink
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- 20 Shrine to Talos
- 21 Shrine to Umberlee
- 22 Black Blade and Bloody Boar
- 23 Windsnug Hearth
- 24 Leaning Boot
- 25 Storm Gate
- 26 Zhentarim Ghetto
- 27 Shrine to Kyuss

KEY

-  elemental fire
-  sinkhole/
elemental earth

Scale in Feet

0 100 200 300 400 500



IN BETWEEN ADVENTURES

LINKING THIS SUPPLEMENT

This downtime activity does not exist in other materials. Should you choose to use it, you should take care to retain a copy of this downtime activity along with your log sheet in case the Dungeon Master or your fellow players have inquiries.

COMMUNITY SERVICE (ALL FACTIONS)

Mulmaster has been subject to significant damage. One time in between each of your adventures, you can travel to the City of Danger and donate your time for community service and rebuilding activities.

Choose a lifestyle; this represents the people that you will be you helping during your downtime. For every ten (10) days of downtime that you spend, you gain the effect listed. If your character is required to maintain a specific lifestyle, you are still free to choose an option off this table up to and including the lifestyle you are required to maintain. You may only receive a single benefit of this downtime activity once per adventure, regardless of the number of downtime days you spend.

Characters with the **Persona Non-Grata** story award may have a difficult time dealing with these downtime activities. If you have this story award, roll a d4 at the end of your downtime activity. If the result is a 1, you complete the activity but are captured by the City Guard; they put you to death unless you pay them 100 gp for each level of experience your character has. If the result is a 4, you complete the activity and the City Guard will waive this story award permanently if you pay them 2,000 gp.

COMMUNITY SERVICE (NEW DOWNTIME ACTIVITY)

Lifestyle & Cost/Tenday	Effect/Tenday
Wretched (10 gp)	You have advantage on your next two Charisma (Persuasion) checks made in Mulmaster. Additionally, make a DC 8 Constitution saving throw. If you fail, you begin your next adventure with one level of exhaustion.
Squalid (15 gp)	The hardworking but destitute people that you work with shower you with affection. You start your next adventure with Inspiration.
Poor (20 gp)	If you are good or neutral-aligned, the people of Mulmaster reward you with a <i>spell scroll of remove curse</i> for your efforts. If you are evil-aligned, you receive a <i>potion of poison</i> instead.
Modest (50 gp)	The next time you spend gold on a downtime activity in Mulmaster, the people that you helped provide you with a thank you package worth 50 gp.
Comfortable (200 gp)	Upon completing this downtime activity at this level twice, you are considered to be a resident of Mulmaster. This affords you a 10% discount on the purchase of mundane, non-magical goods while in the City of Danger.
Wealthy (500 gp)	Your investment into the businesses of Mulmaster has helped to revitalize the economy. You have begun to create contacts inside the city, and you have advantage on the next Charisma-based skill check that you attempt in Mulmaster.
Aristocratic (1,000 gp)	You earn two potions from the following list: <i>potion of climbing</i> , <i>potion of greater healing</i> , <i>potion of resistance</i> . This activity is only available to citizens of Mulmaster, as awarded above.

TALES OF THE CITY OF DANGER

FURTHER ADVENTURES

The city of Mulmaster has experienced a large amount of unrest and outright conflict in recent years. From the Time of Troubles to the Spellplague and beyond, strife is no stranger in this city.

The modern day is 1489 DR, meaning that most of the effects of the Spellplague of 1479 DR have been cleaned up and resolved. Lingering issues remain though: long-absent gods are returning to the world, ancient cults are changing their allegiances, and more. You are welcome—and encouraged—to explore this world and make it your own, but if you would like some fast inspiration you may wish to review the following resources:

[DDEX02-01 THROUGH DDEX02-16](#)

Tiers 1 and 2

These adventures cover the events that build to the attack as led by the various elemental cults. Much of the information in those adventures is based on sources from earlier editions, and it is quite simple to backtrack the timeline here and play up the actions of the Cloaks, Hawks, Zhentarim, and other power groups.

[DDEP02 MULMASTER UNDONE \(RETIRED\)](#)

Tiers 1 and 2

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

[DDAO-01 WINDOW TO THE PAST](#)

Tiers 2, 3, and 4

When a Thayan research expedition returns from the Glacier of the White Wyrms with only two survivors that can only whisper about an ancient pyramid under the ice, perhaps it is time to discover just what scares the life out of a nation of necromancers.

ACKNOWLEDGEMENTS & APOLOGIES

During the early days of development for the D&D Adventurers League, we—the admins, along with our very patient leaders Chris Tulach and Chris Lindsay—talked long and hard about how the AL would grow and change based on the actions of our players. We were able to put some of those goals into play during *Tyranny of Dragons*, but we really hit our stride here in *Elemental Evil*. Players and DMs were excited to report their successes and failures, and the Epic, *Mulmaster Undone*, saw the future of the eastern Moonsea region get reshaped in nearly an instant. Well, by “instant” we mean “a super crazy-busy 4-hour block at Gen Con 2015 along with other instances of this adventure”.

The results of the Gen Con installment of this epic adventure cemented what we had already feared based on the adventure’s status at Origins earlier that summer: the cults hadn’t won, but the city would be clinging to life by a thread. The battles were vicious and the magic explosive, but in the end, Mulmaster had indeed been undone. (I’m not even sorry for saying that!)

Of course, now that we’ve rolled out the Convention-Created Content program, Mulmaster truly belongs to the players, DMs, and convention organizers of the world. You’ve all shaped it; we merely recorded it.

Please treat the Mulmasterites gently; they’ve had a very tough time of it lately. Perhaps someday we will learn the truth behind the motivation of the Thayans, or possibly even the secrets that Rastol Shan desperately clings to, or—if we’re lucky—the true history of the High Blade and the curses that seem to follow him (or her, depending on the time in Dale Reckoning).

Sincerely,
The entire D&D Adventurers League admin staff