

ELEMENTAL EVIL™



# ADVENTURERS LEAGUE™

## CLOAKS AND SHADOWS

The Cloaks of Mulmaster have taken an interest in your progress, and may be looking to sponsor adventurers for future work. You've been offered an interview with one of their ranking members at the Theater of the Stars, but you never know what to expect in the City of Danger. A four-hour adventure for 1st-4th level characters.

**Adventure Code: DDEX2-10**

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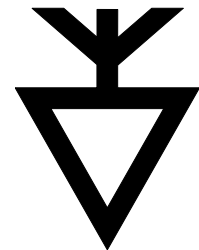
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## EXPEDITIONS™

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## INTRODUCTION

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

This adventure is designed for **three to seven 1st-4th level characters**, and is optimized for **five 3rd-level characters**. Characters outside this level range cannot participate in this adventure. A player with an ineligible character can create a new 1st-level character or use a [pregenerated character](#).

The adventure is set in the Moonsea region of the Forgotten Realms, in 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 3rd-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

## DETERMINING PARTY STRENGTH

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

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

## DUNGEON MASTERING THE ADVENTURE

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

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

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

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

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

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

## DOWNTIME AND LIFESTYLE

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

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

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

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

activities help with lifestyle expenses or add lifestyle expenses.

## SPELLCASTING SERVICES

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

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

### SPELLCASTING SERVICES

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

### ACOLYTE BACKGROUND

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

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

## CHARACTER DISEASE, DEATH, AND RECOVERY

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

## DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

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

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

## DEATH

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

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

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

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

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

## ADVENTURE BACKGROUND

Throughout this storyline season, the cults of Elemental Evil have competed to destroy Mulmaster. With the help of adventuring heroes, the authorities have waged a secret war to stop the cultists.

The Cult of the Howling Hatred has not fared well. Their plans teeter on the brink of ruin, and their enemies have decimated their forces. The cult's masters are furious. In secret, they have sent a cadre of assassins to silence those who've failed them. Led by the crazed cultist Little Wing, these assassins now occupy an abandoned windmill in the city. Using a local gang of pickpockets as their eyes and ears, they have begun lashing out against their cult brothers.

High on their hit list is a cell led by Zor Aleksy Drejkov, a local noble. Drejkov's mission was to identify adventurers who would oppose the cult's plans: a task he singularly failed. Little Wing has already killed one of Drejkov's minions and is now closing in on the Zor himself.

Recent events have complicated the assassin's plans. The cult also told Drejkov to spy on the Brotherhood of the Cloak, Mulmaster's powerful wizards' guild. The Cloaks uncovered Drejkov's mole and began an investigation. Worried they may upset his work, Little Wing plans to murder the Senior Cloak in charge. The attack is to take place tonight at the Theater of the Stars.

Unknown to Little Wing, Drejkov's mole did identify some heroes who could oppose the cult: the player characters! The Cloaks found a list of their names on the mole's body, and are keen to know how they are connected. To this end, the Senior Cloak has lured the characters to the theater tonight to question them...

## OVERVIEW

"Cloaks and Shadows" is a fast-moving mystery set in Mulmaster. Framed for murder, the players hunt for clues to unmask the real killers, with the City Watch hot on their heels throughout.

**Part 1: The Interview.** The players meet the Senior Cloak at the Theater of the Stars. During the interview, the cult murders him under cover of darkness spells. The City Watch mistakes the players for assassins, and a manhunt begins.

**Part 2: The Investigation Begins.** The characters hunt down leads across the district. Everywhere they go, they uncover evidence that flying assassins are targeting the Cult of the Howling Hatred.

**Part 3: The Plot Thickens...** The players close on Zor Drejkov or the pickpockets that Little Wing uses as spies. They learn that the cult's masters have sent assassins to punish their underlings.

**Part 4: Storming the Windmill.** The players confront Little Wing and his assassins at their hideout. If they're lucky, they uncover evidence that proves their innocence to the City Watch!

## CLUE TREE

This adventure is designed for 4 hours of play. Use the clue tree on the DM's district map to manage the investigation and budget your time.

The clue tree splits the investigation into four parts. With several branches to explore, players are not expected to investigate all locations:

Parts 1 and 4 are mandatory.

- In Part 2, players should visit no more than two locations.
- In Part 3, players should visit one location.

**Budget for one hour per part.** Use Little Wing's assassins or the City Watch to close down redundant locations as the players explore. If the players investigate these locations, they discover everyone is already dead or arrested!

## ADVENTURE HOOK

The Brotherhood of the Cloak has arranged an interview with the characters at the Theater of the Stars. They are to meet Senior Cloak Zel Tregarthen during tonight's performance of "To Harp at Twilight".

Before the game begins, write down the characters' names on **Player Handout 1**. Identify any characters that have completed DDEX2-6 Breath of the Yellow Rose or DDEX2-9 Eye of the Tempest. Circle those names on the list. Recovered from a traitor's corpse, this parchment implicates the characters in cult activities. Do not hand it over until instructed!

## PART 1: THE INTERVIEW

The adventure opens with the characters meeting Zel Tregarthen in the Theater of the Stars.

### MEETING THE CLOAK

Read the following aloud when everyone is ready.

The Theater of the Stars stands open to the night sky. Its wooden stage juts into the crowd, surrounded by thatched grandstands. Torch embers spin off into the darkness overhead, where the crescent moon hangs in a tapestry of stars.

You're here to meet Zel Tregarthen of the Cloaks. If you can impress him in an interview, the Brotherhood has promised you a lucrative contract. The ushers lead you to one of the theater's private boxes, where you meet the black-robed mage in person.

Zel's eyes sparkle with interest as he greets you. On the stage below, minstrels dressed as stars and moons cavort around a pageant wagon decked in flowers.

### THE INTERVIEW

Zel asks the characters to introduce themselves. Go around the table, giving everyone a chance to respond. Zel asks each player one of the following questions.

- "What are your specialist skills?"
- "What makes you different from others of your profession?"
- "Why should the Cloaks hire you?"
- "Describe your background."
- "What's been your greatest accomplishment?"
- "What are your aspirations?"

Zel notes down the characters' responses. Once everyone has spoken, he turns to the character who gave the best answer and asks:

- "What's your connection to the Cults of Elemental Evil?"

### ROLEPLAYING ZEL TREGARTHEN

Zel Tregarthen is an internal investigator for the Cloaks, tasked with rooting out corruption. He is an enigmatic interviewer. He might stare in silence at a candidate before noting something down in his book, or just raise an eyebrow before moving on.

*Quote: "I'm asking the questions."*

### THE MYSTERIOUS LETTER

Regardless of how the players respond to his question, Zel produces a parchment from the folds of his cloak.

The mage nods to the grandstands opposite. From the gloom of the boxes, a line of crossbowmen leans forward with weapons trained on you.

"Sergeant Kalugin has orders to fire at the first sign of treachery. You should consider your answer my next question carefully."

He hands you a bloodied parchment.

"Why were *your names* found on the body of a cultist of Elemental Evil?"

Give the players **Player Handout 1**. The Cloaks have staged the interview to question the characters about this note. Before the characters can respond, the Cult of the Howling Hatred makes their entrance!

### THE PLAY

Storm Silverhand's acclaimed play "*To Harp at Twilight*" has delighted audiences for centuries. Its ballads tell how the twin goddesses Selune and Shar made the world, and how their feuds gave birth to the sun, the moon, and magic.

You can build atmosphere throughout the interview by describing what's happening on the stage. Perhaps a minstrel dressed as the sun levitates on wires, or fire-dancers swirl past like shooting stars. Use moments from the play to counterpoint the interview, and the climax will be all the more memorable.

*Quote: "What bitter sorrow casts down the moon, and plucks sweet diamonds from the neck of night?"*

### THE ASSASSINATION

The cult launches a surprise attack as soon as the characters receive the letter. Cloaked in a darkness spell, the cultist **Little Wing** skydives into the box, breaks Zel's neck, and then escapes on his winged boots. The attack is over in a single surprise round.

Darkness envelopes you. You hear a loud thump, and Zel Tregarthen screams. There is a sound like beating mechanical wings, and Zel's strangled cries ascend into the air above you. His scream cuts short, and something heavy smashes into the benches.

The darkness lifts. The wizard sprawls dead at your feet, his neck broken. His fall has toppled a nearby brazier, and hungry flames lick up the curtains. Panic spreads over the theater, and the crossbowmen opposite tighten their grip on their weapons.

"They've murdered the Cloak!" shouts one. "Kill them!"

Crossbow bolts slam into the woodwork around you.

## AFTER THE ATTACK

Ask the players to roll for initiative. Before they take their turns, ask for Wisdom (Perception) checks to spot the following clues:

- DC 10: A parchment has fallen from Zel's robes. Give the players **Player Handout 2**, a report of the raid on the cultist's hideout.
- DC 15: The stars wink out as a circle of darkness moves off through the sky, heading northeast.

The City Watch fires first and asks questions later. If the characters don't move fast, they're going to get shot!

## ESCAPING THE THEATER

Use the **theater map** to manage the players' escape. The City Watch outnumbers the characters, but the general chaos should make it easy to slip away.

- Six **guards** are present in the boxes opposite, two to each box. Their commander, **Sergeant Kalugin**, marshals them from the middle box.
- Nine more **guards** are charging up the stairs behind the characters.

Roll initiative for each group of enemies. The two guard groups should act on separate initiatives.

## TACTICS

The guards in the boxes open fire with their crossbows, while the guards on the stairs charge up to engage the characters in melee. They refuse to parley.

Due to the dim light, all combatants have disadvantage on their attack rolls unless they can see in the dark. If the characters remain in the box, the light from the burning curtain negates this penalty after 1 round.

Sergeant Kalugin hangs back in this encounter to command his men. If you need more guards, have them push through the theater's rear doors. Make it clear that the City Watch outnumbers the players!

## FEATURES OF THE AREA

The theater has the following important features.

**Braziers.** The braziers shed dim light in a 10-foot radius. Apply disadvantage to attack rolls made against targets in dim light, unless the attacker can see in the dark. Outside the lights, the theater is in darkness.

**Crowd.** The panicking spectators count as difficult terrain to move through, but grant three-quarters cover. If a character slips into the crowd, they should be able to escape with ease.

**Curtains and Lines.** Characters can abseil down these on a successful DC 10 Dexterity (Acrobatics) check.

**Pageant Wagon.** Donkeys pull the pageant wagon in a plodding circle around the stage. Hijackers must succeed on a DC 10 Dexterity check to steer the wagon off the stage. The wagon upturns on a failed check, and all passengers take 1d8 bludgeoning damage and fall prone.

**Stage.** The stage stands 5 feet above floor level.

**Theater Boxes.** The theater boxes are 20 feet above floor level. Creatures inside a box have half cover against attacks originating from outside the box.

## ADJUSTING THE ENCOUNTER

This encounter intentionally pits the players against hard odds, but not so deadly that escape is impossible. Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very weak party:** Remove 3 guards from the boxes, and 5 from the stairs.
- **Weak party:** Remove 1 guard from the boxes, and 3 from the stairs.
- **Strong party:** Add 1 guard to the boxes, and 3 to the stairs.
- **Very strong party:** Add 3 guards to the boxes, and 5 to the stairs.

## TAILING THE ASSASSIN

Some characters may be able to pursue the flying assassin. They could give chase using wild shape or fly, or release a familiar to shadow their quarry. Unfortunately for them, Little Wing has plans to shake such tails.

Concealed in his darkness spell, the assassin lands and invokes mask of many faces to appear as a startled pedestrian. Without slowing, his **bat familiar** takes on the darkness spell and flies off. Once the bat is a safe distance away, Little Wing dismisses both it and the darkness.

Little Wing can swap forms so often that his escape is inevitable. Tailing the orb of darkness shouldn't go unrewarded though. When it disappears, allow any characters trailing it to recover the pebble that Little Wing enchanted as a focus. Explain that it's a simple piece of red gravel; hardly rare, yet not a particularly common stone for this area. Later, this could lead the players to the secret entrance into Little Wing's hideout (see Location 6, below).

## XP AWARD

If the characters manage to escape the theater, award each character 100 XP.

Additionally, if the characters are able to trail Little Wing and recover the red darkness pebble, award each character 100 XP.



## OUTSIDE THE THEATER

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The streets outside the theater are busy with evening revelers. Read the following aloud as the players escape into the city.

The whistles of the City Watch shriek into the night. From somewhere behind, Sergeant Kalugin barks out orders to shut down the surrounding streets. Soon, from all directions, you hear the sound of watchmen locking down the district.

Give the players **Player Handout 3**, the map of the district. The players know the layout of the city, and are aware of the locations marked on the map. With the City Watch guarding the surrounding streets, escape won't be easy. Luckily, all the clues needed to solve the mystery can be found within the district!

### THE MULMASTER HERALD

Once the players have examined the map, give them **Player Handout 4**. This is a copy of the "Mulmaster Herald", the city's daily newsprint.

A parchment hangs from a wall nearby. It's the Mulmaster Herald, a morning newsprint given to the city's criers. After tonight's events, the headline catches your attention.

The newsprint contains everything that the players need to begin their investigation. If they seem unsure how to proceed, draw their attention to the nearest faction hideout (see "Locations of Note" in Part 2, below).

## PART 2: THE INVESTIGATION BEGINS

With the district on high alert, the characters search for clues to uncover the murderer and clear their names.

### MANAGING THE MANHUNT

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Sergeant Kalugin shuts down all exits from the district while his men conduct street patrols. He calls for reinforcements to man the cordon, and puts the Soldiery on standby to enforce martial law.

Use the **District Map** to manage the manhunt. Roll for random patrols whenever the players enter a new map zone. If the zone has a shield marker, apply the modifier shown on the shield to the roll.

### Random Patrols

<b>1d20</b>	<b>Patrol</b>
1	Patrol of <b>6 guards</b> and <b>Sergeant Kalugin</b>
2-4	Patrol of <b>8 guards</b>
5-10	Patrol of <b>4 guards</b> with <b>2 mastiffs</b>
11+	No patrol

#### ROLEPLAYING SERGEANT KALUGIN

Sergeant Kalugin believes in the rigid application of the law. He takes no sides when it comes to lawbreakers, and offers no leniency. The law is his duty, not his pleasure, and he enforces it with dogged resolve.

**Quote:** "I need this district locked down now! Search every hovel and stop every pedestrian. I want these scum brought in dead or alive!"

#### ENCOUNTERING PATROLS

The characters can sneak past patrols on a successful group Dexterity (Stealth) check. The congestion of the surrounding streets determines the DC for this check.

- **Crowded:** DC 10
- **Quiet:** DC 15
- **Deserted:** DC 20

The streets are quiet in the evening (9 p.m. to midnight), and early morning (6 to 8 a.m.). Crowds throng the streets during the day, but leave them deserted at night.

Players can escape patrols on a successful DC 15 group Strength (Athletics) check. If they fail, the patrol corners them. Be generous with players who devise clever methods to avoid or escape patrols. Grant advantage to their rolls, or allow the group to slip away without rolling.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting combat encounters with any of the guard patrols. These are not cumulative:

- **Very weak party:** Remove 3 guards or 3 mastiffs
- **Weak party:** Remove 2 guards or 2 mastiffs
- **Strong party:** Add 2 guards or 2 mastiffs
- **Very strong party:** Add 5 guards or 5 mastiffs

### LOCATIONS OF NOTE

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The following locations can aid the players in their investigation.

#### FACTION HIDEOUTS

The map shows the locations of five faction hideouts. These represent safe houses, the homes of trusted allies, or sympathetic contacts. Players can visit these hideouts to rest, hide from patrols, and resupply. The whole group can shelter so long as at least one character belongs to the faction.

Players in the same zone as an allied hideout gain advantage on rolls made to escape patrols. Hideouts can also provide disguises, which grant advantage on rolls made to sneak past patrols.

### TOWERS

Players can scale the towers to gain an elevated view of their surroundings. Each climb requires a successful DC 15 Strength (Athletics) check, and allows the character to spy on nearby patrols. If the players act on this information, don't roll for patrols when they next move.

### TYMORAN MISSION

The church of Tymora has set up a soup kitchen to help the sick and destitute. Characters seeking sanctuary here have access to all healing options available at larger temples. The priests despise the City Watch, and won't report fugitives who make appropriate donations.

### WATCH HOUSE

Watchmen drag captives to the nearest watch house for interrogation. 2d4 **guards** are on duty at each watch house at any time. Between interrogations, fugitives share a cell with pickpockets, muggers and drunks.

Watch houses have poor defenses, with barred windows opening into the cells at gutter level. Jailbreaks shouldn't be difficult to pull off, especially if the players act fast.

### WINK AND WAVE

This rowdy dancehall attracts patrons from across the city, and is always busy. The cover charge is 2 sp. Players seeking general information about the district and its inhabitants can find it here.

## BRINGING MULMASTER TO LIFE

Mulmaster is a busy metropolis with thousands of inhabitants. Use the following events to bring the city to life as the players explore:

### Street Events

1d10	Event
1	Roughnecks bet on a dog fight held on the street corner.
2	An elephant lumbers through the crowds at the head of a Durpari trade convoy.
3	A procession of Banite fanatics stumbles past, flogging themselves with whips.
4	A crowd gathers around a wanted poster of the characters.
5	Acrobats draw applause while a pickpocket works the crowd.
6	Someone empties a chamber pot from a high window over a random character.
7	Two nobles duel with one another while an officiant looks on.
8	Soldiers hang, draw and quarter a traitor before the baying crowds.
9	Dwarf brewers approach with kegs of ale, offering free samples of their latest brew.
10	Nobles ride past on horseback, sneering at the peasants.

## LOCATION 1: DRAKEWELL'S ARCANA

Clues on the newsheet lead the players to a magic shop run by a traitorous Cloak.

Drakewell's Arcana nestles in the storefronts of Fireball Alley. Lamplight spills from the shop windows, but the front door hangs from its hinges. A crooked sign shows a pseudodragon wrapped around a wizard's hat.

The City Watch has stationed a pair of guards outside the shop. They lean against the porch, watching pigeons peck at a dead alley cat.

Veren Drakewell was a low-ranking Cloak and secret worshiper of Yan-C-Bin. He used his shop as a front to spy on the Cloaks for his master in the Cult of the Howling Hatred. Drakewell's luck ran out last night, when the Cloaks uncovered his treachery and raided his shop.

## CLUES & LEADS

The following clues are available here.

- A letter reveals that assassins were stalking Drake-well. Birdmen from the Zhent ghettos (Location 4) work as spies for these assassins.
- The discovery of a secret room exposes Drakewell as a cultist of Yan-C-Bin. He used the shop to spy on his fellow Cloaks.

## DEALING WITH THE GUARDS

Two **guards** wait outside the front door, while a **cloak** searches the premises for clues. Use the **Drakewell's Arcana Map** to sketch the location for your players.

There are plenty of ways to break in unnoticed: the rear door, the upper windows, even the chimney. Once inside, any odd noises attract the Cloak. The guards outside respond only to the sound of combat, or to the Cloak calling for them.

### ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Replace the cloak with 3 guards.
- **Weak party:** Remove 1 guard.
- **Strong party:** Add 2 guards inside.
- **Very strong party:** Add 1 cloak.

## 1A: SHOP

Drakewell's Arcana provides staffs, robes and hats to the mage about town.

The shop is a wreck. The City Watch has torn the robes from their pegs and tipped papers from the drawers. A dead wizard lies amid the wreckage, with a crossbow bolt lodged in his chest. Behind him, a tall mirror hangs as the centerpiece to a rack of staves.

**Arcane curios.** Minor enchantments are cast over many of Drakewell's goods. See Treasure, below, for more details.

**Magic mirror.** Whenever someone steps in front of the mirror, a carved face in the frame loudly compliments their outfit ("My, what marvelous boots you're wearing!"). This attracts the attention of the Cloak upstairs. The mirror is capable of conversation, but is only interested in talking fashion.

**Corpse.** The shop keys sit next to Drakewell's body. Players find a mysterious third key on the ring that doesn't fit the front or back doors. This key unlocks the secret door in the storeroom (see below).

## 1B: STOREROOM

Drakewell would often disappear into the storeroom to give his clients a chance to gossip.

Paint pots, buckets, and bolts of cloth fill this narrow storeroom. A large wardrobe rests against one wall.

**Wardrobe.** A tiny keyhole is set in the wardrobe's back panel. The Cloaks missed this, but the players can find it on successful DC 10 Intelligence (Investigation) check. If they try Drakewell's third key, the panel pops open to reveal a secret room. Without the key, a character with thieves' tools can pick the lock on a successful DC 10 Dexterity check.

### XP AWARD

If the characters locate the secret room, award each character 100 XP.

## 1C: SECRET ROOM

Drakewell spied on his clients from this secret room.

The wardrobe opens into a secret room. On the wall opposite, a tall window gazes into the shop. Someone has pinned parchments nearby, listing names, dates, and transcripts of overheard conversations. A sinister statue of an old man bearing three pairs of wings lurks in an alcove on the wall.

Players who've been inside the shop can see that the window is in fact the back of the mirror.

**Parchments.** The notes list dozens of Cloak members, organized by rank. Drakewell was particularly interested in learning about rivalries and scandals within the Brotherhood. In the right hands, these notes could prove dangerous. Characters who hand them over to the Cloaks at the end of the adventure gain additional experience points.

**Statue.** The statue depicts Yan-C-Bin, Prince of Evil Aerial Creatures. It disintegrates if touched by a non-evil creature, and three hostile **dust mephits** arise from its remains. A character can identify the statue as Yan-C-Bin on a DC 15 Intelligence (Religion or Arcana) check.

### ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 dust mephits.
- **Weak party:** Remove 1 dust mephit.
- **Strong party:** Add 1 dust mephit.
- **Very strong party:** Add 2 dust mephits.

## 1D: BEDROOM STUDY

Drakewell was penning a letter to his cult master when the raid occurred. The parchment still rests on his writing desk.

Old books crowd the shelves of this bedroom study. Someone has nailed planks over the skylight, and loose nails litter the floor. A half-written letter rests on a nearby writing desk, lit by a flickering candle.

When the players arrive, a **cloak** is searching the room for clues. The players must find a way to deal with the Cloak before carrying out their investigations.

**Half-finished letter.** Give the players **Player Handout 5** when they examine the letter. This is the most important clue in this location, so it shouldn't be missed.

**Spell book.** Drakewell hid his spell book under a loose floorboard beneath his bed. It can be found on a successful DC 15 Intelligence (Investigation) check. See Treasure, below, for details.

### TREASURE

Drakewell's spell book contains the following wizard spells:

Cantrips: *mage hand, light, message*

1st level: *detect magic, feather fall, jump, shield, sleep*

2nd level: *detect thoughts, locate object, rope trick*

3rd level: *animate dead, lightning bolt*

In addition, the players can lift the following arcane curios from the shop:

- A cloak that never gets wet in the rain (20 gp).
- An inkpot that never dries out (15 gp).
- A pipe that fills with tobacco each morning (15 gp).
- A quill that never blunts (10 gp).
- A belt with a self-adjusting buckle (10 gp).
- A wand that summons a mundane toad once per day (15 gp).
- A makeup brush that never requires makeup (15 gp).

## LOCATION 2: TROGLAV SQUARE

A man "fell screaming into the sky" yesterday in Troglav Square. The similarities with Zel Tregarthan's murder should compel the players to investigate.

Troglav Square is barely wide enough to turn a cart. Rainwater drips from the stooped gables, and wash lines crisscross between upper floor windows. Rats scamper from a nearby sewer drain.

A green lantern hangs above a shop on the corner, bathing the square in eerie light. In the window, a sign reads "Radinka's Fortunes".

Niko Sevek belonged to the Cult of the Howling Hatred. His superiors assassinated him here in broad daylight as part of their purge on the cult. To kill Sevek, a cult assassin lassoed him in a "sky hanging" and dumped his body on a nearby rooftop.

### CLUES & LEADS

The following clues are available here.

- Sevek's corpse lies undiscovered on the rooftops. His doublet identifies him as a steward of Zor Drejkov, a local noble (Location 5).
- The fortune teller reveals that a kenku from the Zhent ghettos (Location 4) was stalking Sevek.
- A ring found down the drain identifies Sevek as a worshiper of Yan-C-Bin.

### SEARCHING THE SQUARE

The characters who search the square find the following clues:

**Wash Lines.** The lines have snapped on one side of the square. Players who search the rooftops in this area discover Sevek's body. Climbing to the rooftops requires a successful DC 12 Strength (Athletics) check.

**Corpse.** A weathervane has impaled Sevek's body, and crows peck at his flesh. His hanging broke his neck and tore the forefinger from his right hand. A character can identify Zor Drejkov's crest on his doublet with a successful DC 15 Intelligence (History) check. Most city folk know the Zor and can direct players to his mansion (Location 5). Sevek's body also has some treasure (see below).

**Sewer drain.** Players who investigate the drain notice a large rat peering at them from below. In its mouth, the rat holds a severed human finger wearing a silver ring. The rat quickly scurries from sight.

### TREASURE

Sevek's purse contains 5 pp and 30 gp. He wears a quartz pendant worth 20 gp.

## ENTERING THE SEWER

The sewer is a small, half-flooded cellar choked with refuse. Four territorial **swarms of rats** attack anyone who enters. A rat swarm disbands if reduced to half hit points. When the final swarm disbands, it drops the severed finger.

The ring bears the household seal of Zor Drejkov: an eagle clutching a serpent. Hidden inside the band is a concealed engraving: "In the Pillar of Wind, the Storms Rage Eternal". Characters that succeed on a DC 12 Intelligence (Religion) check identify this as a prayer to Yan-C-Bin.

## QUESTIONING THE FORTUNE TELLER

**Radinka** is a swindling Damaran fortune teller who hawks lucky charms and love potions. She saw Sevek's murder from her window. If questioned, she reveals the following facts:

- The young man was crossing the square when he flew screaming into the sky.
- It was foggy, so Radinka couldn't see where the man went, but he clawed violently at his neck as he soared upwards.
- A kenku dressed in rags was following the man. In the panic after the attack, the kenku turned and strolled away.

Once she's revealed what she knows, Radinka offers a reading from her Talis deck. For this service, she requires 5 silver pieces from the group. The fortune teller is playing a dangerous game here. Before the characters arrived, she overheard a City Watch patrol discussing their crimes. She plans to use this knowledge to trick money from the group.

### READING THE TALIS DECK

You can play the reading for real at the table. The Talis deck uses the same cards as the *Deck of Many Things*, which was supplied with the fourth edition D&D adventure *Madness at Gardmore Abbey*. The rest of the Talis deck is divided into four 12-card elemental suits (stones, waves, winds, and flames). For her reading, Radinka uses the Major Arcana only.

## THE READING

If they accept her offer, Radinka uses sleight of hand to deal the following cards in order:

- The characters' **past** is the "Skull" card. A death has occurred recently. Was it the man she saw snatched into the sky, or someone else?
- Their **present** is the "Rogue" card. Someone - or something - hunts them. They must tread carefully.
- Their **trial** is the "Knight". With the Rogue card in play, this means their hunter is a lawman.
- Their **future** is the "Donjon". Not a good auspice!
- Their **luck** card is the "Sun". Things may yet work out, if they make the right choices.

After her reading, Radinka offers to appease the spirits on the characters' behalf. For this favor, she demands 5 gp from each character. The fortune teller makes it very clear that refusing will bring down bad luck. If the characters don't pay, Radinka slips away at the first opportunity and reports the group to the City Watch. A few minutes later, a patrol of six **guards** and two **mastiffs** storms the square to arrest them.

### ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 3 guards or 3 mastiffs
- **Weak party:** Remove 2 guards or 2 mastiffs
- **Strong party:** Add 2 guards or 2 mastiffs
- **Very strong party:** Add 5 guards or 5 mastiffs

## XP AWARD

If the characters recover Niko Sevek's corpse and missing finger, award each character 100 XP.

## LOCATION 3: INVENTOR'S WORKSHOP

According to the Herald, a local inventor promises to reveal the secret of flight to those who aid him in his workshop.

Khaled bin Zafir lives in a crooked townhouse on Coldharbor Lane. Weathervanes crowd the roof of his lofty attic workshop, and a large wooden platform clings to one side of the building. There is a rumble of thunder as you approach, and the heavens open.

Khaled bin Zafir studied under the gnome inventor Nadul DaRoni. He's no cultist, but his studies recently provoked an unpleasant run-in with the Cult of the Howling Hatred. Bin Zafir has also become a suspect in Zel Tregarthan's murder, and the City Watch is soon to raid his workshop.

## CLUES & LEADS

The following clues are available here.

- The inventor reveals that a local noble, Zor Drejkov, has demanded that he hand over his inventions.
- A threatening letter from Zor Drejkov suggests the noble worships Yan-C-Bin. He promises to unleash hell if the inventor doesn't do as he demands.

Both clues lead to Zor Drejkov's mansion (Location 5).

## TALKING TO THE INVENTOR

Kaled bin Zafir answers his door with trepidation. If he realizes the characters aren't cultists sent to kill him, he ushers them upstairs to his workshop.

Half-finished gadgets made of timber and canvas crowd the inventor's workshop. Wood shavings are strewn over the floor, and complex diagrams plaster the walls. Glass doors open onto a platform outside, where a strange contraption sits under heavy tarps.

The inventor explains he is in grave danger, and needs help moving his inventions to a place of safety. He offers the players 100 gp if they aid him. He initially won't say who threatens him, but soon backs down if the players push the point. The inventor reveals the following information:

- A local noble, Zor Drejkov, recently visited the workshop. He showed great interest in the inventor's flying machines, but his real reason for visiting was more sinister. Over dinner, the Zor tried to lure bin Zafir into a mysterious sky sect. The inventor refused him, and the Zor left in anger.
- Two days ago, bin Zafir received a threatening letter from the Zor demanding that he reconsider. This prompted him to abandon the workshop.

Give the players **Player Handout 6**. Players who succeed on a DC 12 Intelligence (Religion) check suspect Zor Drejkov refers to Yan-C-Bin in his letter. Anyone local to the district can direct the players to Zor Drejkov's mansion (Location 5).

## ROLEPLAYING KALED BIN ZAFIR

Kaled bin Zafir is an eccentric Zakharan inventor, and a genius in his field. Sages recognize him as the author of the acclaimed *Codex of Ingenious Contraptions*. Today, profound fear has replaced bin Zafir's usual haughtiness. The slightest sound makes him jump, and he can't stop looking over his shoulder.

**Quote:** "Mulmaster is not so different to mighty Jumlat of my birth. As I boy I learned not to cross the emirs. Here, it is much the same."

## CITY WATCH RAID

Run this encounter once the players have learned all they can from the inventor. A note from Drakewell's Arcana (Location 1) has linked bin Zafir to the cult, so the Sergeant has come here to arrest him.

You hear a sudden pounding on the door below.

"Open up!" shouts a voice. "This is the City Watch!"

Bin Zafir assumes Zor Drejkov has set him up. While the watchmen hammer on the door, the inventor dashes to gather his plans. He shouts for the players to distract the guards - and prepare his flying machine!

Ask the players to **roll for Initiative**. The City Watch will break the door down after 5 rounds. **Sergeant Kalugin** then rushes upstairs with nine **guards**.

- It takes six successful DC 15 Intelligence checks to ready the flying machine. An extra success is needed every time a player scores under 10 on their check.
- Characters can delay the City Watch on a successful DC 10 Charisma (Deception) check. Each successful use of this skill delays the Watch for 1 round, up to 5 extra rounds.
- It takes the inventor 8 rounds to gather his plans. If the characters help, each successful DC 15 Wisdom (Perception) check that they make reduces the time needed by 1 round.

If the characters fail to prepare the flying machine in time, they must fight the City Watch!

## WORKSHOP LAYOUT

Use the **Inventor's Workshop Map** to manage combat in this location. The workshop has the following important features.

**Workbenches.** The crowded workbenches count as difficult terrain. The inventor's gadgets entangle creatures pushed into them, restraining them for 1 round.

**Balcony.** The balcony is 10 feet above the floor.

**Threatening Letter.** Place **Player Handout 6** in plain view if the players haven't seen it yet.

**Launch platform.** The platform is 40 feet above street level. The flying machine sits on the platform under heavy tarpaulins.

## ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 guards and Sergeant Kalugin.
- **Weak party:** Remove 4 guards
- **Strong party:** Add 2 mastiffs
- **Very strong party:** Add 4 mastiffs

## TO THE FLYING MACHINE!

The flying machine has two pairs of giant, dragonfly-like wings strapped to a central wheel. Two operators alternate pushing and pulling on the wheel to flap the wings. Up to five additional passengers can cling to the gondola while the machine is airborne.

The flying machine has a fly speed of 20 ft, but cannot ascend more than 5 ft. in a single turn. It moves twice during the round; once on each operator's turn. To keep it airborne, each operator must succeed on a DC 10 Strength (Athletics) check. The flying machine stalls if either check fails, plummeting 1d10 ft. + 2 ft. for every passenger onboard. On two consecutive failed checks, the flying machine spirals out of control and crashes.

The platform that the players launch from is 40 ft. above street level. To escape the City Watch, they must glide for 80 ft. and then clear a 30 ft. high building. This puts them out of sight of the eight **guards** left to watch the street. If they crash, the guards corner them and they must fight. Sergeant Kalugin and his men run down and join the battle after 1d10+5 rounds.

### ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 3 guards
- **Weak party:** Remove 2 guards
- **Strong party:** Add 2 guards
- **Very strong party:** Add 5 guards

### XP AWARD

If the characters help bin Zafir escape with his plans, award each character 100 XP.

### TREASURE

If the inventor escapes with his plans, he pays the group the 100 gp that he promised. He then thanks them for their help and goes into hiding. Regardless of how it is landed, the flying machine falls to pieces as soon as its passengers disembark.

## PART 3: THE PLOT THICKENS...

The characters close in on the true cultists. As news of the manhunt spreads, Sergeant Kalugin calls in reserves to join the hunt. **From now on, increase the DCs to avoid patrols by 2.**

### LOCATION 4: ZHENT GHETTO

A gang of kenku pickpockets works as spies for the assassins. Once the players learn of the gang, they can use the newsheet to trace them to the Zhent ghetto.

The Zhent ghetto sprawls along a muddy backstreet. Hovels cling like ticks to the back of the main street shops, and greasy smoke rises from busy food stalls. Peasants dressed in black mill about everywhere.

The kenku gang nests in the sewers beneath the ghetto. Little Wing has promised them the gift of flight - a longing shared by all kenku—but they fear he'll betray them once he's done with his work. If the characters tread carefully, they can uncover what they need from the kenku without bloodshed.

#### ZHENT SCUM!

The destruction of Zhentil Keep led to a tide of Zhent refugees pouring into Mulmaster. They were not welcomed. For decades the Zhents lived in a camp beyond the walls, until they bribed enough Blades to allow them inside the city. The regime denies them many basic rights, and they remain persecuted. Ghettos such as this one exist across the city.

#### CLUES & LEADS

The following clues are available from the gang hideout:

- The kenku confess to spying for the cult assassin "Little Wing". They reveal that Little Wing is assassinating targets across Mulmaster.
- Little Wing gave the kenku ringleader a list of targets and their known hangouts, so they knew who to shadow.

Both clues lead to the **Abandoned Windmill** (Location 6). By now, the players should be able to piece together that Little Wing's targets are his own cultists.

#### KENKU HIDEOUT

To locate the hideout, characters can ask around the ghetto or stake it out. Characters gain directions to the hideout on a successful DC 10 Charisma (Persuasion) check. Zhentarim members with at least 3 renown points make this check with advantage. Staking out the ghetto uncovers a kenku entering the sewers after 1d4 hours.

A rusted sewer grate lies at the end of an alley. Foul vapors seethe from within. Next to the grate, an old tin pan hangs from a string.

Use the **Kenku Hideout Map** to manage this section of the adventure. Ten **kenku** defend the hideout. When the players arrive, the ringleader is conducting a gang meeting with eight kenku in the sunken chapel. A blind beggar girl is also present. A kenku lookout hides in the trash pile near the sewer entrance (see below). How the encounter plays out depends on the characters' approach.

#### DEALING WITH THE KENKU

The kenku expect the assassins to attack at any time. Most want to flee, but their ringleader is banking on Little Wing being loyal, and is trying to persuade the others to trust in him. When the players enter the sunken chapel, read the following aloud:

Candles pierce the gloom of a ruined chapel to the god Mask. Tin forks, tankards, thimbles, and other shiny trinkets hang by threads from the sagging ceiling. Nest-like piles of twig and bracken cram into dark corners, or sit half-hidden behind pillars. A staircase once led to the house above, but has long collapsed. The only way into the chapel now is through a fallen wall into the sewers.

If the characters come in peace, the kenku agree to parley, but only if the characters drop their weapons. Once they're unarmed, the kenku ringleader hears them out. His allies keep bows trained on the characters throughout.

If the kenku detect intruders in the tunnel, they hide throughout the sunken chapel. Make a Dexterity (Stealth) group check to see how hidden the kenku are. The ringleader remains in sight with the beggar girl, while his cronies lie in wait to attack from hiding.

The kenku are mistrustful of strangers but desperate. If the characters offer their help, the kenku betray the assassins without a second thought. A promise to slay Little Wing should be enough to sway most of them - but their ringleader demands a cut of his riches. The kenku aren't afraid to attack the characters if they're threatened.



### ROLEPLAYING THE KENKU

Kenku can only talk using their mimicry trait. They have no language of their own, but can imitate any sound they've heard. They may repeat lines Little Wing spoke to them, or mimic the flap of his *winged boots* (which players recognize from the theater). They also make good use of nods and gestures to pantomime meaning.

Roleplaying such a scene is challenging, so use the beggar girl as a translator when needed. Born blind, the gang took young **Zoya** under their collective wing. She is fiercely loyal to their ringleader, **Clank**: a mean old bird missing half the feathers on his head.

**Quote:** "He promised them flight. Don't you know what that means to a kenku?"

The kenku can reveal the following:

- "Men from the sky" promised the gift of flight to the kenku if they did their bidding. Their leader, "Little Wing", gave the kenku a list of human targets to spy on. He said the targets had "failed the Prince of Air".
- Little Wing ordered the kenku to report back whenever their targets moved. Using the kenku as spotters, his assassins began to murder their targets.
- The kenku told Little Wing about the Cloak investigating Drakewell's Arcana. The kenku shadowed the Cloak to the Theater of the Stars and then reported back to Little Wing, who murdered him.

The kenku ringleader hands the hit list to the characters: give them **Player Handout 7**. The characters now have their final clue - the lead to Little Wing's hideout! If the characters take a hostile approach with the kenku, they find the hit list on the ringleader's body.

### FEATURES OF THE AREA

The hideout has the following important features.

**Ceilings.** The sunken chapel is 25 ft. high. Sewer tunnels are 10 ft. high throughout.

**Light.** Hundreds of candles shed bright light throughout the chapel. The sewer tunnels are dark.

**Saucepan on a String.** Guests bang the saucepan to call for the kenku. If the characters try this, the kenku ringleader sends a lone kenku to parley.

**Lookout.** The lookout hides behind a trash pile in the sewer tunnel. To spot the lookout, a character in the tunnel must succeed on a DC 18 Wisdom (Perception) check. If the lookout sees them, it uses mimicry to hiss like a startled alley cat and alert the kenku inside the chapel. Characters who succeed on a DC 14 Wisdom (Insight) can tell that the hiss is an imitation.

**Nests.** The kenku nests count as difficult terrain. Each nest contains some treasure (see below).

### ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 6 kenku
- **Weak party:** Remove 3 kenku
- **Strong party:** Add 2 kenku
- **Very strong party:** Add 4 kenku

### ARRIVAL OF THE ASSASSINS

If the characters take a diplomatic approach, a trio of assassins shows up once the characters have learned all they can. Do not run this encounter if the characters fought the kenku!

Candles flicker as a chill breeze ripples over the chapel. From the sewer tunnel, you hear a mocking laugh.

Little Wing has sent three **cult assassins** to silence the kenku. The assassins have orders to kill anyone who dares stand in their way. They fight to the death.

Terrified, the kenku scatter rather than aid the players.

This is likely to be the player's first encounter with the assassins, so play them mean! Even in this confined space, the assassins use their fly speed to their advantage and make good use of cover. If they are defeated, the players can retrieve some potions of flying from their bodies (see Rewards).

### ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 cult assassins, but give remaining cult assassin full hit points
- **Weak party:** Remove 1 cult assassin
- **Strong party:** Add 1 cult assassin
- **Very strong party:** Add 2 cult assassins

### XP AWARD

If the characters negotiate peacefully with the kenku, award each character 100 XP.

### TREASURE

The nests contain a total of 100 gp of purloined jewelry.

The cult assassins carry enough potions of flying for each character in the group to collect one (see Rewards). In addition, the characters recover one viable suit of wingwear; any others are destroyed in the combat. The suit has a single charge remaining.

### WINGWEAR

*Wondrous item, uncommon (requires attunement)*

This snug uniform has symbols of air stitched into it and leathery flaps that stretch along the arms, waist, and legs to create wings for gliding. A suit of wingwear has a maximum of 3 charges.

While you wear the suit, you can use a bonus action and expend 1 charge to gain a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 30 feet horizontally on that turn. When your altitude drops to 0 feet, you land (or fall), and you must expend another charge to use the suit again.

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

## LOCATION 5: DREJKOV MANSION

The characters have unmasked one of Mulmaster's nobles as a cultist. Arriving at his mansion, they discover that the assassins have already struck.

Zor Drejkov's mansion is on fire. Bells sound across the district, while crowds gather to gawk at the carnage. Towering flames ward off the bucket brigades, which fight a losing battle to save the building.

The Zor fled in his carriage moments before the assassins struck. In their fury, the assassins torched his home. Now the terrified Zor rides through the district in a doomed attempt to rally his cult brothers.

### CLUES & LEADS

The players can gain the following information if they intercept Zor Drejkov's coach:

- Under interrogation, the Zor reveals that the Cult of the Howling Hatred has sent a cadre of assassins to punish those in the Moonsea who failed them.
- The Zor identifies an abandoned windmill as the assassin's hideout (Location 6). The players can also tail the assassins to this location.

### QUESTIONING THE CROWD

The inferno prevents players from entering Drejkov Mansion, and razes any clues inside. Questioning the crowd can reveal the following:

- The fire was an arson attack. As the flames spread, witnesses saw "men in winged cloaks" gliding from the roof.
- The Zor galloped off in his carriage just before the attack. There are reports that the carriage is still in the area.
- The Zor's carriage bears his coat of arms: an eagle clutching a serpent in its talons.

The presence of the City Watch means characters have to be cautious here. It's easy to blend into the crowd, but call for a DC 10 group Dexterity (Stealth) check once they've learned what they need. If they fail, a City Watch patrol recognizes them and gives chase.

### INTERCEPTING THE CARRIAGE

Characters searching for the carriage must succeed on a DC 12 Wisdom (Perception) or Charisma (Persuasion) check. Treat this as a group check, with both skills contributing. If the group fails, the characters must try again in an adjacent zone on the district map. If someone climbs a tower, they spot the carriage immediately.

A dark carriage clatters over the cobblestones, pulled by four black horses. The carriage bears the Drejkov coat of arms, but heavy drapes mask its passengers. Two grim-faced swordsmen ride alongside.

**Zor Drejkov's bodyguards** have orders to ride down anyone who interferes with the carriage. The driver is a **cultist**, and gladly gives up his life to defend his master. Zor Drejkov is not so brave, and cowers in the carriage if combat ensues.

### ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 1 bodyguard
- **Weak party:** Replace 1 bodyguard with 2 cultists
- **Strong party:** Add 4 cultists
- **Very strong party:** Add 1 bodyguard

## QUESTIONING ZOR DREJKOV

The craven lord pleads for mercy when cornered, offering the characters everything he owns if they spare his life. When questioned, he reveals all:

- Zor Drejkov heads a cell of the Cult of the Howling Hatred. His orders were to spy on the Moonsea's power players, and identify likely enemies in the region.
- If the players present Handout 1, the Zor confirms that Veren Drakewell identified the characters as enemies of the cult.
- Thanks to the characters - or other adventurers - the cult's plans for the Moonsea have failed. As punishment, the cult masters have sent an assassination squad to wipe out weak links in the cult. Zor Drejkov's cell is one of those scheduled for termination.
- A crazed cultist called Little Wing leads the assassins. He and his men are based in an **Abandoned Windmill** nearby (Location 6).

The Cult of the Howling Hatred has wormed its way into cities across Faerûn, but each cell operates in isolation. Drejkov's only contact outside his own cell is a noble living in Waterdeep, who communicates using carrier pigeons. The Zor's pigeons died in the fire, so he has no way of contacting his superior.

The Zor knows how the Blades deal with cultists, and refuses to confess to the authorities. If released, he flees the city. Let the characters deal with him as they see fit, but his role in the story should end here.

### ROLEPLAYING ZOR DREJKOV

Zor Aleksi Drejkov is the failed scion of a once-great trading empire. When his business rivals outmaneuvered and betrayed him, the Zor turned to Elemental Evil for revenge. Drejkov does not pray for apocalypse; instead, he calls on Yan-C-Bin to shipwreck his rivals' ships. Marked for execution, the noble is now broken and terrified.

**Quote:** "I've made terrible mistakes, it's true. But please, for the love of mercy, do not let **them** take me!"

## TAILING THE CARRIAGE

If the characters tail the carriage, three **cult assassins** stage an attack on the Zor. Without warning, the assassins swoop down in wingwear to startle the horses and overturn the carriage. As it crashes, they rise into the sky and start sniping at Drejkov and his bodyguards.

The cult assassins turn on the characters if they intervene in the ambush. If the characters survive, they can question Zor Drejkov when he regains consciousness. If the characters choose instead to hold back and observe,

they should be able to tail the assassins back to their hideout.

### ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 cult assassins, but give remaining cult assassin full hit points
- **Weak party:** Remove 1 cult assassin
- **Strong party:** Add 1 cult assassin
- **Very strong party:** Add 2 cult assassins

## XP AWARD

If the characters interrogate Zor Drejkov, award each character 100 XP.

## TREASURE

The Zor clutches a casket containing the 100 gp of jewels and silverware he grabbed before leaving his mansion.

The cult assassins carry enough potions of flying for each character in the group to collect one (see Rewards). In addition, the characters recover one wingwear suit from the slain cultists; any others are destroyed in the combat. The suit has a single charge remaining.

### WINGWEAR

*Wondrous item, uncommon (requires attunement)*

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

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

## PART 4: STORMING THE WINDMILL

All clues point to an abandoned windmill in the heart of the city. As the district enters total lockdown, the characters confront the mastermind behind the Cloak's murder.

Sergeant Kalugin has now called in the Soldiery to enforce a curfew. Grant disadvantage on all random patrol rolls until the end of the adventure.

### LOCATION 6: ABANDONED WINDMILL

The Mason's Guild condemned the windmill after a ceiling collapsed and crushed one of the millers. Little Wing and his assassins use it now as a staging post for their operations in the city.

An abandoned windmill looms on the corner, its tattered sails still creaking in the breeze. Ragged holes pierce the mill's cap, and bats wheel around it like flies over a carcass.

Chains secure the front door. A sign nearby reads "Keep Out! This property is condemned by order of the Mason's Guild."

When the characters arrive, **Little Wing** lurks inside with four of his elite **cult assassins**. If attacked, Little Wing sets fire to his plans and then flees on his winged boots. Hidden among the plans is a letter that proves the characters' innocence.

### SECRET TUNNEL

The miller dug a secret tunnel to smuggle flour out of the mill and avoid paying guild taxes. The assassins now use this tunnel to access the windmill without drawing suspicion.

Only characters that chased Little Wing earlier and retrieved the pebble for his darkness spell are likely to find the tunnel. These players spot similar stones scattered outside a nearby warehouse. Inside, the characters find a sack of the same gravel propped in a corner, with the secret tunnel hidden just behind. Those who explore the tunnel emerge on the ground floor of the windmill.

### ENTERING THE WINDMILL

Use the **Windmill Map** to describe this location. The windmill is 47 ft. tall from base to cap, with four 30ft. long sails. The front door provides entry to the ground floor (6A). A set of shuttered windows open into the millstone floor (6B), some 20 ft. above street level. The holes in the windmill's cap lead to the dust floor (6C), 35 ft. above street level.

Climbing the windmill is easy: requiring a successful DC 12 Strength (Athletics) check. Characters must also succeed on a DC 15 Dexterity (Stealth or Acrobatics) check, or they alert the assassins inside.

Forcing the front door is possible on a successful DC 15 Strength (Athletics) check, but alerts the assassins. A character can pick the padlock with thieves' tools if they succeed on a DC 10 Dexterity check. Once unlocked, characters can remove the chains in silence on a successful DC 10 Dexterity (Stealth) check.

### WINDMILL FEATURES

The windmill has the following important features.

**Lighting.** Lanterns provide bright light to the ground floor and millstone floor. Candles provide dim light to the dust floor.

**Ceilings.** The ground floor ceiling is 20 ft. high; the millstone floor ceiling is 15 ft. high; and the dust floor ceiling is 12 ft. high.

**Wind Runes.** The cultists have carved elemental runes into the positions shown. Any creature that steps onto a rune is hit by a concentrated blast of air, and must make a DC 15 Strength saving throw. On a failure, the wind blows them 15 ft. into the air, dealing 2d10 bludgeoning damage from the fall and knocking them prone. The rune recharges at the start of the next round. Spotting a rune requires a successful DC 15 Wisdom (Perception) check.

Characters who know what the runes do can exploit them to jump up to 15 feet in any direction as part of a move. This requires a successful DC 10 Dexterity (Acrobatics) check, or the trap surprises them as normal. In combat, the cultists combine the wind runes with their wingwear to devastating effect.

### XP AWARD

If the characters recover Little Wing's plans intact, award each character 100 XP.

### TREASURE

The characters are able to recover two wingwear suits from the slain cultists; any others are destroyed in the combat. Both suits possess only a single charge.

### WINGWEAR

*Wondrous item, uncommon (requires attunement)*

This snug uniform has symbols of air stitched into it and leathery flaps that stretch along the arms, waist, and legs to create wings for gliding. A suit of wingwear has a maximum of 3 charges.

While you wear the suit, you can use a bonus action and expend 1 charge to gain a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 30 feet horizontally on that turn. When your altitude drops to 0 feet, you land (or fall), and you must expend another charge to use the suit again.

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

## 6A: GROUND FLOOR

Lanterns light the walls of the old mill. Bulging sacks of flour hang from above, and a staircase curls up to the upper floors. A creaking iron gear sits flush against the ceiling. To either side, chutes funnel into wooden flour bins. A trapdoor stands open in the middle of the floor.

A **cult assassin** prays to Yan-C-Bin on this floor. As she mutters, strange winds ruffle her clothes. If combat ensues, the two cult assassins upstairs rush down in round 3.

### SPECIAL FEATURES

**Flour Sacks.** Sacks of rotten flour hang 10 ft. above the millstone floor. If a sack takes damage, it showers flour onto everyone in a 10 ft. cone below it, blinding them for 1 round.

**Secret Passage.** The trapdoor leads into the secret passage to the warehouse. When the characters arrive, the cultists have left the trapdoor open.

## 6B: MILLSTONE FLOOR

Hammocks are slung throughout this chamber. A mighty wooden shaft punches down from above, driving a pair of millstones in the middle of the floor. Shuttered windows are set into the walls, and the ceiling has fallen through on one side. Stairs curl around to floors above and below.

Two **cult assassins** rest on this floor. One sharpens his weapons, while the other rests in a hammock. If a fight breaks out here, the cult assassin below flies up in round 3.

### SPECIAL FEATURES

**Millstones.** Characters that move onto the grinding millstones during combat must make a DC 10 Dexterity (Acrobatics) check. On a failed check, the character is knocked prone.

## 6C: DUST FLOOR

A huge windshaft dominates the windmill's punctured cap. Street maps, newsprints and letters hang from the walls, fluttering in the breeze. A colony of bats roosts in the ceiling above, and a great rent in the floor looks down over the level below.

**Little Wing** is here discussing his plans with another **cult assassin**. Little Wing's **bat familiar** hangs from a nearby ceiling beam.

If enemies attack the windmill, Little Wing sets fire to the plans while the cult assassin stands guard at the head of the stairs. Little Wing taunts his attackers while his allies fight. He won't fight unless cornered.

### ROLEPLAYING LITTLE WING

Little Wing is a merciless servant of the Prince of Evil Aerial Creatures. He delights in taunting his enemies during combat. Recognizing the characters from the theater, he mocks them for taking the blame for his murders.

In distant Kara-Tur, Little Wing was one of the Shogun's most reliable ninja assassins. His iron discipline broke when a giant roc ate him whole, and then died with him trapped inside its gut. As the beast rotted around him, Yan-C-Bin offered him his warlock's pact. In his madness, Little Wing believes the spirit of the great roc passed into him to carry on its hunt.

**Quote:** "When your heads rot on pikes above Southroad Keep, know that it was I, Little Wing, who put them there!"

### BURNING THE PLANS

It takes Little Wing 10 rounds to set his fires. During this time, he does not try to escape unless cornered. Once lit, the flames take 10 rounds to consume enough of the plans to render them useless to the characters' factions (see below). Unless the characters leave the building, the letter that proves their innocence should always escape the flames.

### SPECIAL FEATURES

**Plans.** The plans identify cultists across the Moonsea region: names, locations, and known aliases. If the players recover the plans intact and pass the details onto their faction, **they earn an extra point of renown at the end of the adventure.** Multiple factions can benefit from the same information.

Among the plans is a letter from Little Wing to his cult masters. Give the players **Handout 8** when they find this letter: this alone should be enough to prove their innocence to the City Watch!

**Holes in Floor.** Creatures that fall through the holes in the dust floor take 11 (2d10) bludgeoning damage and fall prone.

### XP AWARD

If the characters recover Little Wing's plans intact, award each character 100 XP.

### TREASURE

The cult assassins carry 150 gp in coin and jewels. If the players don't have any potions of flying, the cult assassins carry enough for each player to collect one. Little Wing's treasures are detailed under the "Sky Chase" section, below.

### ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 cult assassins
- **Weak party:** Remove 1 cult assassin and add 2 cultists.
- **Strong party:** Add 1 cult assassin
- **Very strong party:** Add 2 cult assassins

## SKY CHASE

If Little Wing escapes the Windmill, the characters can give chase over the rooftops.

The assassin leaps through one of the holes in the wall. The mechanical wings on his boots beat furiously, and he takes off into the sky.

Little Wing's winged boots grant him a flying speed of 30ft. The characters can only give chase using magic, potions of flying, or flying steeds. Don't worry if the characters can't give chase; if he escapes, the assassin may return later in the storyline season!

### CHASE RULES

Little Wing turns the city to his advantage, soaring between rooftops and down alleys to outfox his pursuers. Strictly adhering to the movement rules won't make for a fun chase. Instead, use the following guidelines to manage the action:

- Track the distances between Little Wing and each pursuer in five steps: adjacent, close, medium, far and extreme.

- Each participant makes a DC 10 Dexterity (Acrobatics) check at the end of its turn to stay in the chase.
- A pursuer move one step backwards on a failed check, dropping out the chase if he or she falls beyond extreme range. If Little Wing fails his check, all pursuers move one step closer.
- On a success of 15 or higher, a pursuer moves one step closer. If Little Wing scores 15 or higher, all pursuers fall back one step.
- All participants can take an action on their turn to attack or cast a spell, but doing so counts as a failure on their Dexterity check.
- Each participant rolls on the **chase complications** table at the end of their turn. Complications affect the next participant in the initiative order, not the participant who rolled. Either participant may spend inspiration to negate the result.

Use common sense to bend the rules as necessary. For example, a character with a high fly speed may advance two steps on a good success instead of one.

The chase ends when the characters defeat Little Wing, or when no pursuers remain in the running.

## Chase Complications

### 1d10 Event

- 1 Crash into a wall! Take 5 (1d10) bludgeoning damage and drop back two steps in the chase.
- 2 Smash through a window! You must make a DC 10 Strength saving throw to smash out the other side! On a failed check, take 5 (1d10) slashing damage and drop back one step in the chase.
- 3 Flock of birds takes to the air ahead. You must make a DC 15 Dexterity (Acrobatics) check to avoid them. On a failed check, drop back one step in the chase.
- 4 Forced to make a sharp turn to avoid crashing. You must make a DC 12 Dexterity saving throw. On a failed save, take 5 (1d10) bludgeoning damage and drop back one step in the chase.
- 5 Thick smoke rises from chimneys ahead. You must make a DC 12 Constitution saving throw. On a failure, the smoke blinds you for 1 round.
- 6 A **guard** in the street below shoots up at you with his crossbow!
- 7 Washing hangs from lines ahead. Make a DC 15 Dexterity (Acrobatics) check to avoid it. On a failed check, you gain disadvantage to ability check rolls for 1 round while you shake it off.
- 8 Chance to cut ahead! Make a DC 15 Wisdom (Perception) check to move forward one step in the chase. On a failed check, drop back one step in the chase.
- 9 Lost sight of the quarry! Make a DC 15 Wisdom (Perception) check. On a failed check, you gain disadvantage to your next roll to keep up.
- 10 Sudden gust of wind! Make a DC 10 Constitution saving throw to move forward one step in the chase. On a failed check, drop back one step in the chase.
- 11-20 No complication

## TREASURE

Characters who defeat Little Wing can claim his winged boots (see Rewards). A pouch on his belt contains 50 gp.

## ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Little Wing has no 3rd level spell slots, and 50% fewer hit points.
- **Weak party:** Little Wing has no 3rd level spell slots.
- **Strong party:** Little Wing is at his hit point maximum.
- **Very strong party:** Little Wing has 25% extra hit points above his hit point maximum.

## CONCLUSION

The battle at the windmill should draw the attention of watchmen across the district, including Captain Kalugin if he's still alive. Cloaks arrive on the scene within minutes, accompanied by members of the Soldiery.

Little Wing's letter, if recovered, should give the characters everything they need to prove their innocence. When the Cloaks read it, they drop all charges against them. Moreover, the letter paints them as heroes of the city - an honor they have earned in this adventure!

## XP AWARD

If the characters surrender Drakewell's plans to the Cloaks, award each character 100 XP. Additionally, each character receives 200 XP for proving their innocence to the Cloaks.

## REWARDS

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

## EXPERIENCE

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

### Combat Awards

Name of Foe	XP per Foe
Guard	25
Sergeant Kalugin	450
Mastiff	25
Cloak of Mulmaster	450
Dust mephit	100
Swarm of rats	50
Kenku	50
Cult assassin	200
Bodyguard	450
Cultist	25
Zor Drejkov	25
Little Wing	700
Bat	10

### Non-Combat Awards

Task or Accomplishment	XP per character
Escape the theater	100
Recover the <i>darkness</i> pebble	100
Find Drakewell's secret room	100
Find Niko Sevek's corpse and finger	100
Help bin Zafir escape	100
Negotiate peacefully with the kenku	100
Interrogate Zor Drejkov	100
Recover Little Wing's plans intact	100
Give Drakewell's plans to the Cloaks	100
Prove innocence to Cloaks	200

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

The **maximum** total award for each character participating in this adventure is **1,200 experience points**.

## TREASURE

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

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

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

### Treasure Awards

Item Name	GP value
Magic curios in Drakewell's Arcana	100
Cash on Niko Sevek's body	100
Payment from Kaled bin Zafir	100
Loot in Kenku Hideout	100
Zor Drejkov's treasure casket	100
Loot in Abandoned Windmill	150
Treasure on Little Wing	50

### POTION OF FLYING

Potion, very rare

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

### WINGED BOOTS

Wondrous item, uncommon (requires attunement)

While wearing these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

The boots regain 2 hours of flying capability for every 12 hours they aren't in use.



### PERMANENT MAGIC ITEM DISTRIBUTION

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

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

## RENOWN

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

**Bonus Faction Assignment: Recover the Cultist's Plans.** If the characters recover the cultist's plans from Location 6, each character earns **one additional renown point** from their faction.

## DOWNTIME

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

## DM REWARDS

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

## 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)

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### ACTIONS

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

### SERGEANT KALUGIN

*Medium humanoid (human), lawful neutral*

**Armor Class** 15 (breastplate)

**Hit Points** 52 (8d8 + 20)

**Speed** 30 ft.

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

**Saving Throws** Str +4, Dex +3, Wis +4

**Skills** Athletics +4, Intimidation +4

**Senses** passive Perception 12

**Languages** Common

**Challenge** 2 (450 XP)

---

### ACTIONS

**Multiattack.** Sergeant Kalugin makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

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

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

**Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 1) piercing damage.

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### REACTIONS

**Parry.** Sergeant Kalugin adds 2 to its AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

### MASTIFF

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 5 (1d8 + 1)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/8 (25 XP)

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

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### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## CLOAK OF MULMASTER

Medium humanoid (human), neutral

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

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

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

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 2 (450 XP)

**Spellcasting.** The cloak of Mulmaster is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The cloak of Mulmaster has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *prestidigitation*

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

2nd level (3 slots): *flaming sphere*, *Melf's acid arrow*

3rd level (2 slots): *blink*, *fireball*

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### ACTIONS

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

## DUST MEPHIT

Small elemental, neutral evil

**Armor Class** 12

**Hit Points** 17 (5d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

**Skills** Perception +2, Stealth +4

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Auran, Terran

**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

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

---

### ACTIONS

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

**Blinding Breath (Recharge 6).** The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

**Armor Class** 10

**Hit Points** 24 (7d8 – 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

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

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

---

### ACTIONS

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

## KENKU

Medium humanoid (kenku), chaotic neutral

**Armor Class** 13

**Hit Points** 13 (3d8)

**Speed** 30 ft.

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

**Skills** Deception +4, Perception +2, Stealth +5

**Senses** passive Perception 12

**Languages** understands Auran and Common but speaks only through the use of its Mimicry trait

**Challenge** 1/4 (50 XP)

**Ambusher.** The kenku has advantage on attack rolls against any creature it has surprised.

**Mimicry.** The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

---

### ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## CULT ASSASSIN

Medium humanoid (human), chaotic evil

**Armor Class** 15 (studded leather)

**Hit Points** 32 (6d8 + 2)

**Speed** 30 ft., fly 30 ft.

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

**Skills** Perception +6, Stealth +5

**Senses** passive Perception 16

**Languages** Common, Auran

**Challenge** 1 (200 XP)

**Wingwear.** The cult assassin has a fly speed of 30 ft. when using its wingwear.

**Dark Devotion.** The cult assassin has advantage on saving throws against being charmed or frightened.

**Sneak Attack (1/Turn).** The cult assassin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cult assassin that isn't incapacitated and the cult assassin doesn't have disadvantage on the roll.

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### ACTIONS

**Multiattack.** The cult assassin makes two melee attacks.

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

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## BODYGUARD

Medium humanoid (human), neutral

**Armor Class** 15 (studded leather)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

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

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

**Skills** Athletics +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)

---

### ACTIONS

**Multiattack.** The bodyguard makes two melee attacks, or two ranged attacks if it is wielding both hand crossbows.

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

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

---

### REACTIONS

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

## CULTIST

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

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Deception +2, Religion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

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

---

### ACTIONS

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

## ZOR DREJKOV

Medium humanoid (human), neutral evil

**Armor Class** 15 (breastplate)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Deception +5, Insight +4, Perception +5

**Senses** passive Perception 10

**Languages** Common, Auran

**Challenge** 1/8 (25 XP)

**Dark Devotion.** Zor Drejkov has advantage on saving throws against being charmed or frightened.

---

### ACTIONS

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

---

### REACTIONS

**Parry.** Zor Drejkov adds 2 to its AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

## LITTLE WING

Medium humanoid (human), chaotic evil

**Armor Class** 15 (studded leather)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft., fly 30 ft.

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

**Saving Throws** Dex +5, Wis +4

**Skills** Deception +4, Perception +4, Religion +2, Stealth +5

**Senses** devil sight 120 ft., passive Perception 14

**Languages** Common, Auran

**Challenge** 3 (700 XP)

**Dark Devotion.** Little Wing has advantage on saving throws against being charmed or frightened.

**Devil Sight.** Little Wing can see normally in darkness, both magical and nonmagical, to a distance of 120 ft.

**Mask of Many Faces.** Little Wing can cast *disguise self* at will, without expending a spell slot.

**Special Equipment (Winged Boots).** These boots can be used to fly for up to 4 hours, all at once or in several shorter flights each using a minimum of 1 minute from the duration.

**Spellcasting.** Little Wing is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He has 2 spell slots to cast the following spells:

Cantrips (at-will): *blade ward*, *eldritch blast*, *friends*

1st level: *charm person*, *hex*, *witchbolt*

2nd level: *cloud of daggers*, *darkness*

3rd level: *vampiric touch*

---

### ACTIONS

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

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

# BAT

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 – 1)

**Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

**Echolocation.** The bat can't use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

---

## ACTIONS

**Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature.

*Hit:* 1 piercing damage.



# MAP: MULMASTER DISTRICTS

## ADVENTURE LOCATIONS

- 1: **DRAKEWELL'S ARCANA**
- 2: **TROGLAV SQUARE**
- 3: **INVENTOR'S WORKSHOP**
- 4: **ZHENT GHETTO**
- 5: **DREJKOV MANSION**
- 6: **ABANDONED WINDMILL**



## WATCH PATROLS

1 - CHECK FOR RANDOM PATROLS WHEN ENTERING NEW ZONES ON MAP

2 - GROUP DEX (STEALTH) CHECK TO SNEAK PAST PATROL

3 - DC 15 GROUP STR (ATHLETICS) CHECK TO ESCAPE

1d20	Patrol
1	6 Guards and Sergeant Kalugin
2-4	8 Guards
5-10	4 Guards and 2 Mastiffs
11+	No Patrol

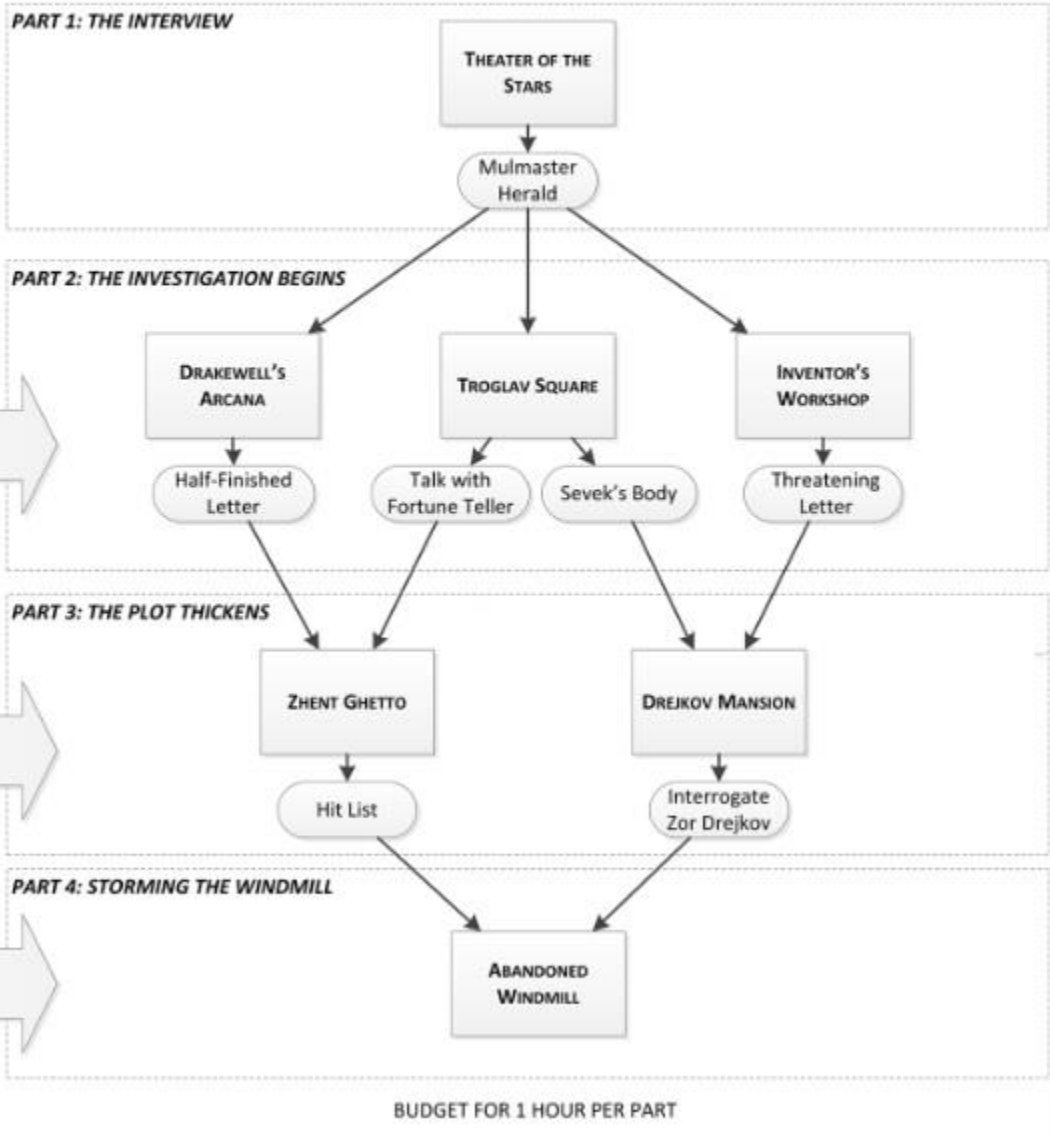
(APPLY SHIELD MODIFIER FOR ZONE TO ROLL)

Congestion	DC
Crowded (8am-9pm)	10
Quiet (9-12 pm / 6-8 am)	15
Deserted (12pm-6am)	20



# APPENDIX: CLUE TREE

## CLUE TREE



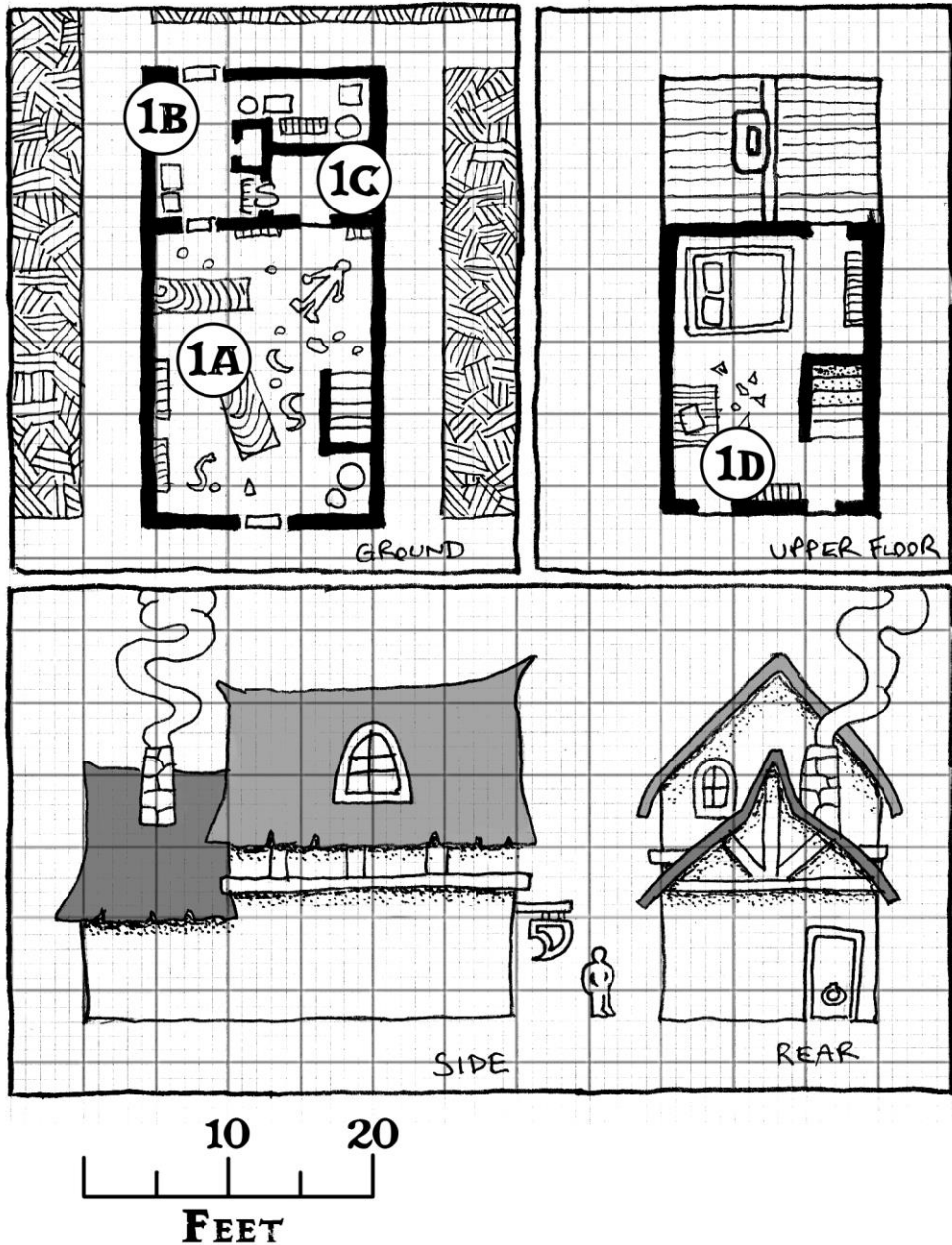
In this part, the players should visit no more than two locations.

In this part, the players should only visit one location.  
Raise all DCs to avoid patrols by 2.

Grant disadvantage to random patrol rolls.

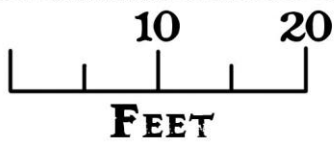
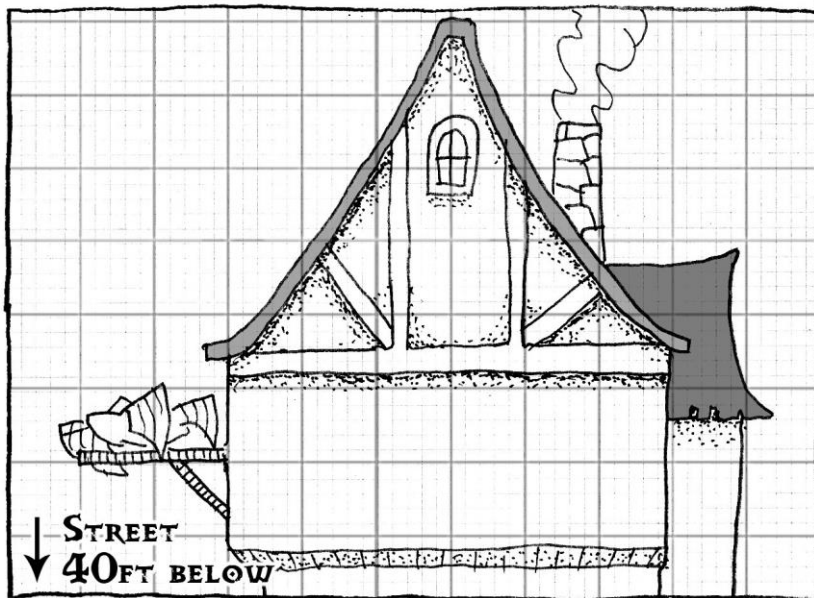
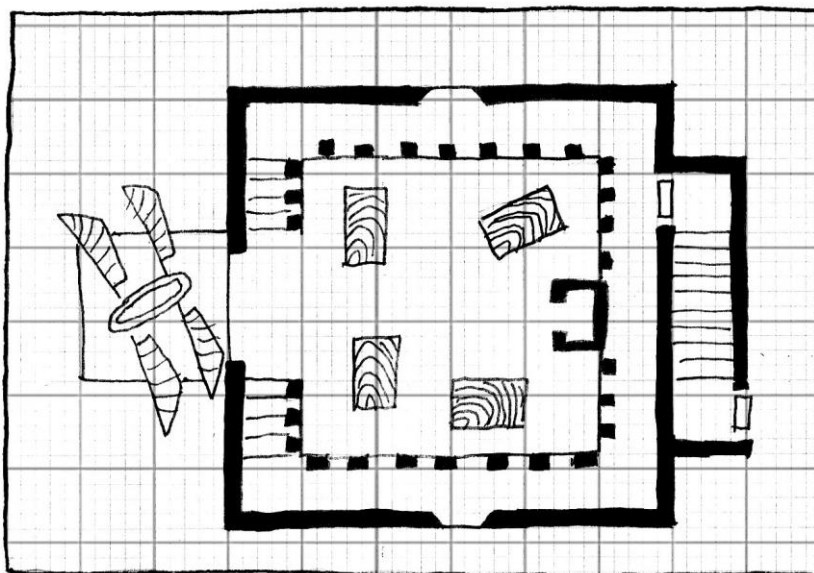
# MAP: DRAKEWELL'S ARCANA

## DRAKEWELL'S ARCANA



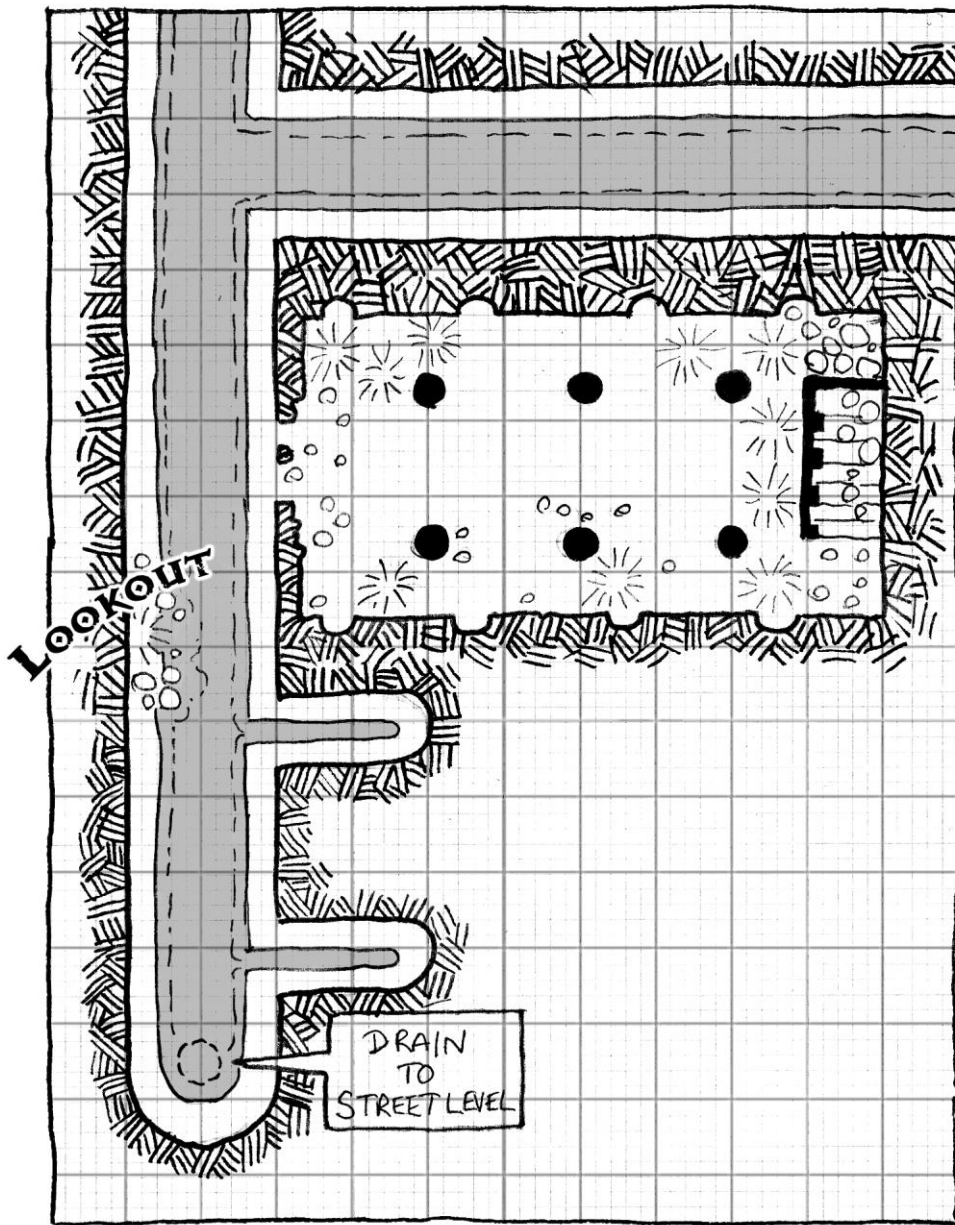
# MAP: INVENTOR'S WORKSHOP

## INVENTOR'S WORKSHOP



MAP: KENKU HIDEOUT

# KENKU HIDEOUT

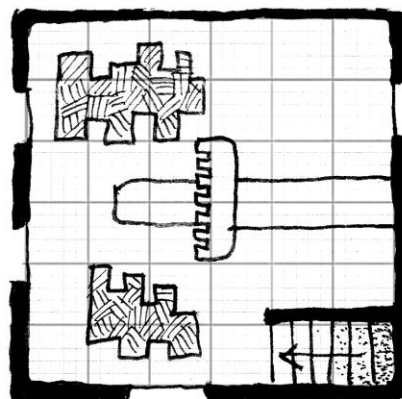
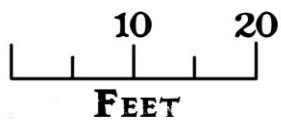
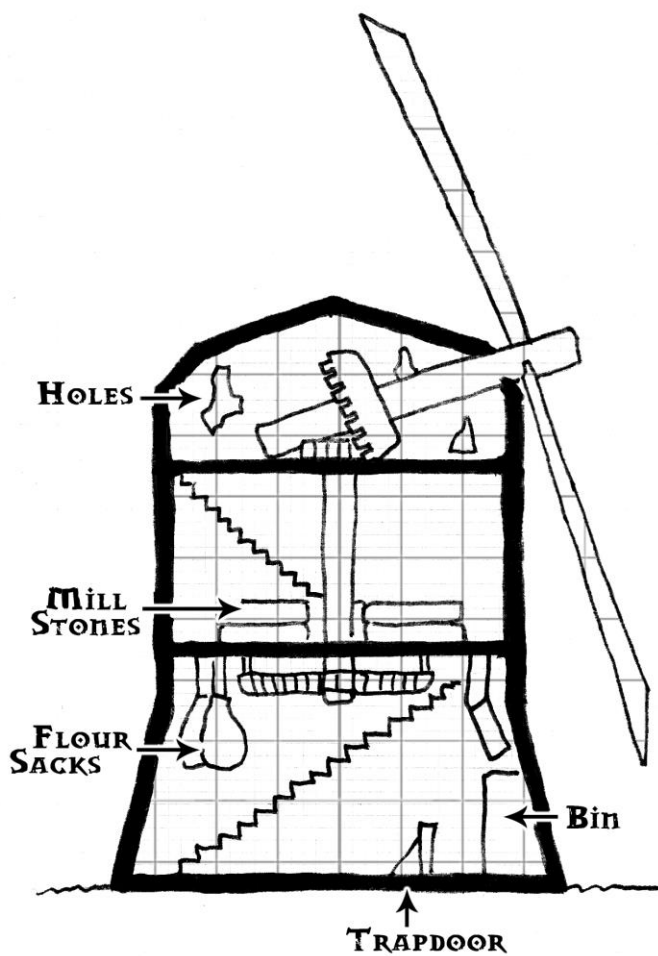


☀ :NEST

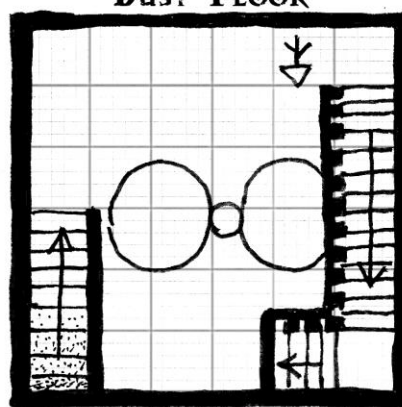
10 20  
FEET

MAP: WINDMILL

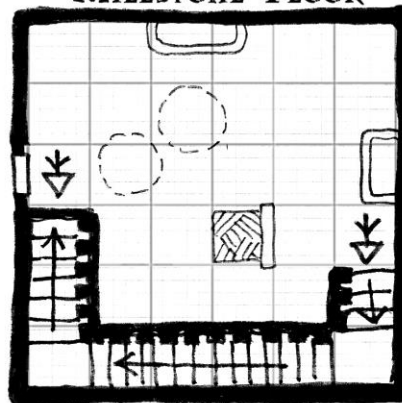
# ABANDONED Windmill



DUST FLOOR



MILLSTONE FLOOR



GROUND FLOOR

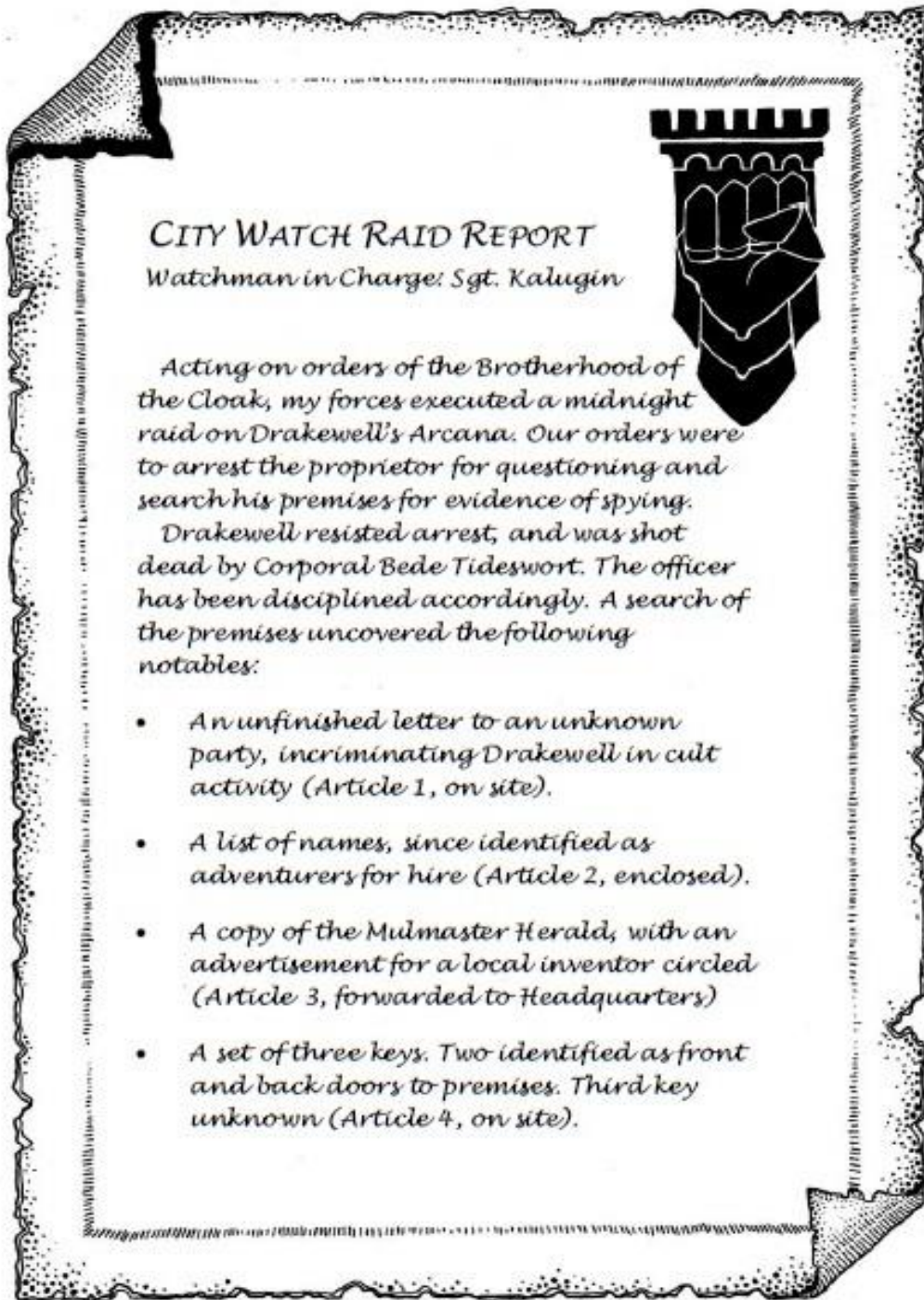


# PLAYER HANDOUT 1



HANDOUT 1: BLOOD-SPLATTERED LIST

# PLAYER HANDOUT 2



**CITY WATCH RAID REPORT**  
*Watchman in Charge: Sgt. Kalugin*

*Acting on orders of the Brotherhood of the Cloak, my forces executed a midnight raid on Drakewell's Arcana. Our orders were to arrest the proprietor for questioning and search his premises for evidence of spying.*

*Drakewell resisted arrest, and was shot dead by Corporal Bede Tideswort. The officer has been disciplined accordingly. A search of the premises uncovered the following notables:*

- An unfinished letter to an unknown party, incriminating Drakewell in cult activity (Article 1, on site).*
- A list of names, since identified as adventurers for hire (Article 2, enclosed).*
- A copy of the Mulmaster Herald, with an advertisement for a local inventor circled (Article 3, forwarded to Headquarters)*
- A set of three keys. Two identified as front and back doors to premises. Third key unknown (Article 4, on site).*

HANDOUT 2: CITY WATCH REPORT

# PLAYER HANDOUT 3

## A DISTRICT OF MULMASTER

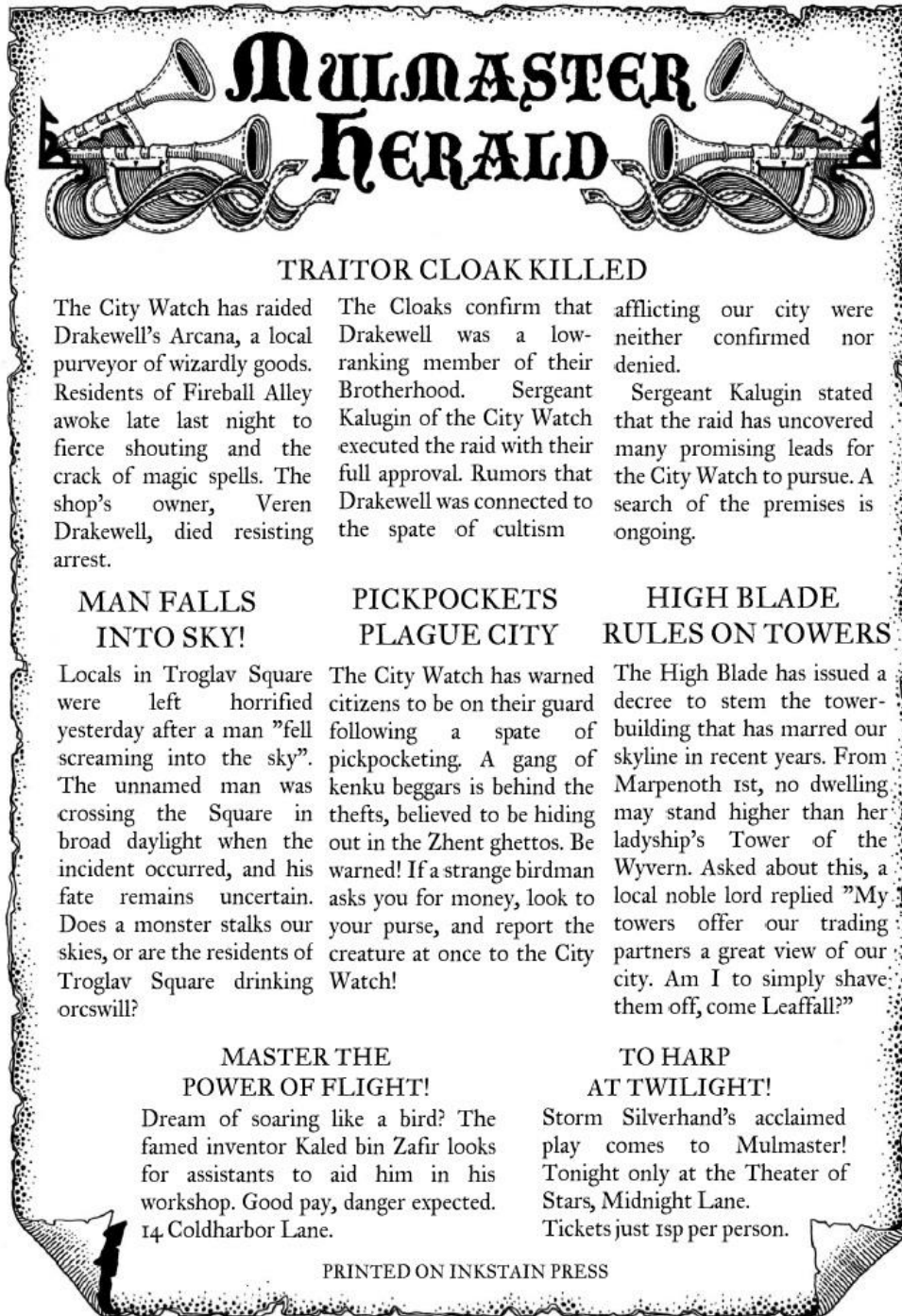


- Faction Hideouts**
- - 
  - 
  - 
  -
- Watch Houses**
- 

HANDOUT 3: DISTRICT MAP

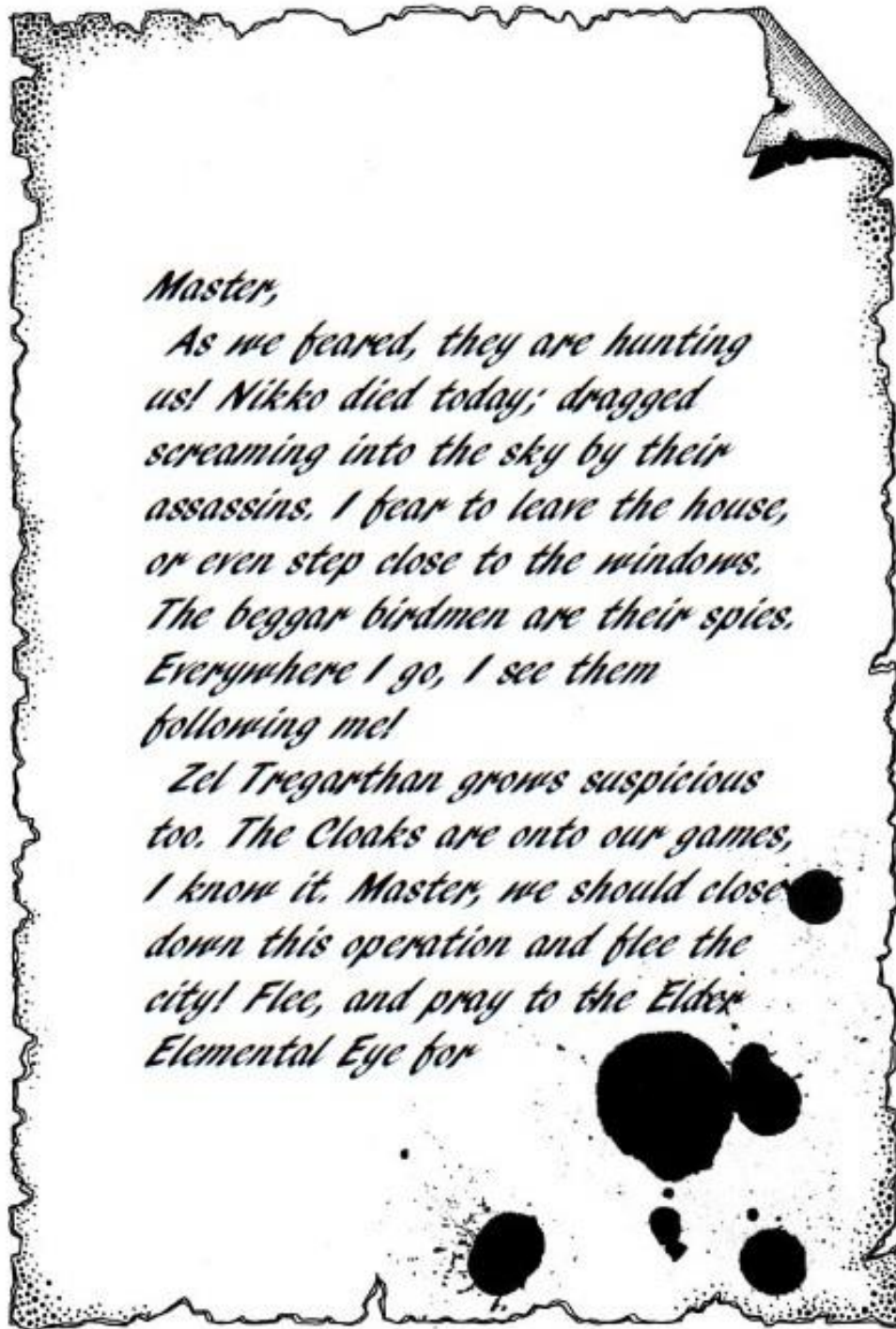


## PLAYER HANDOUT 4



HANDOUT 4: MULMASTER HERALD

## PLAYER HANDOUT 5



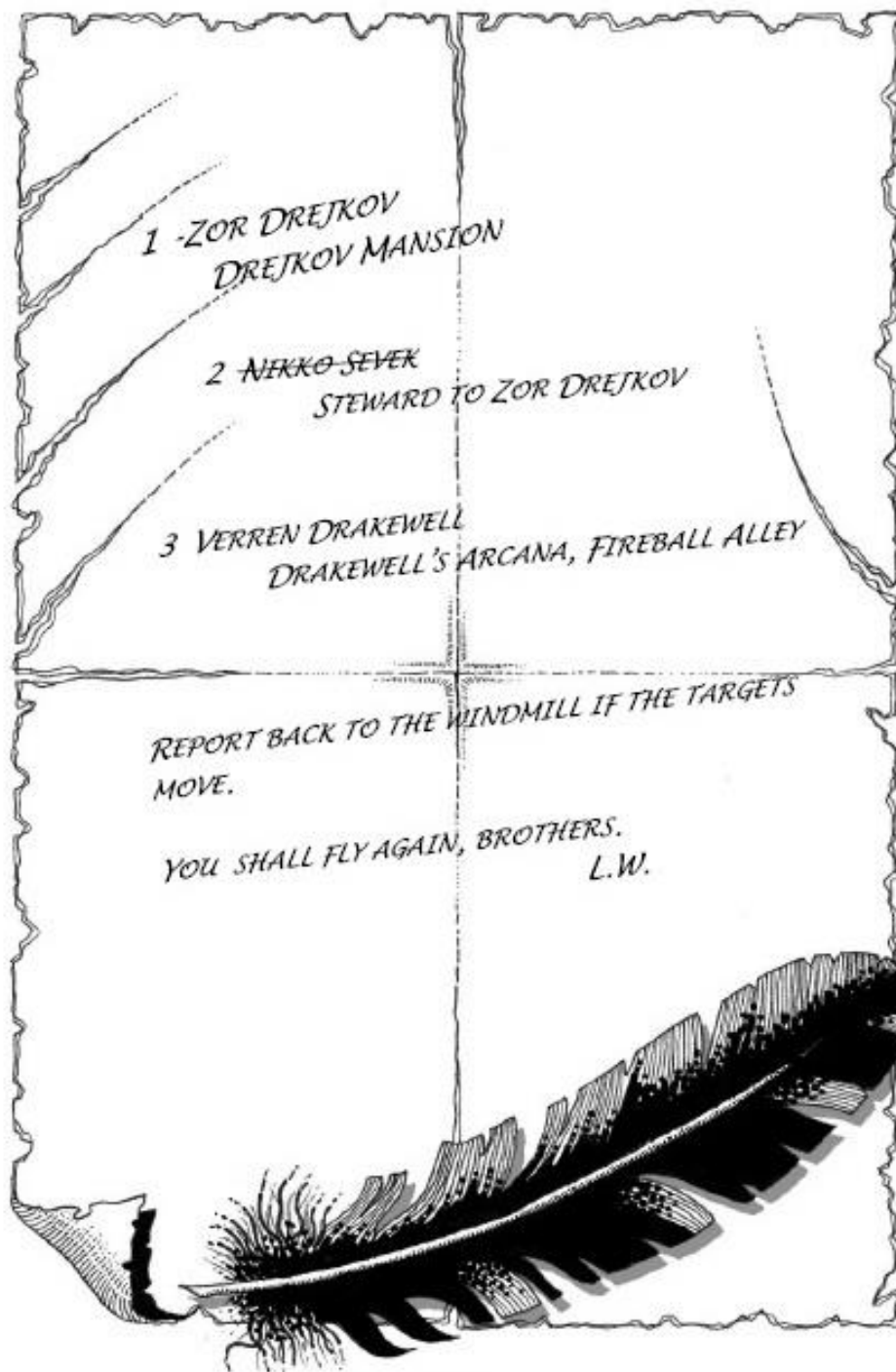
HANDOUT 5: HALF-FINISHED LETTER

## PLAYER HANDOUT 6



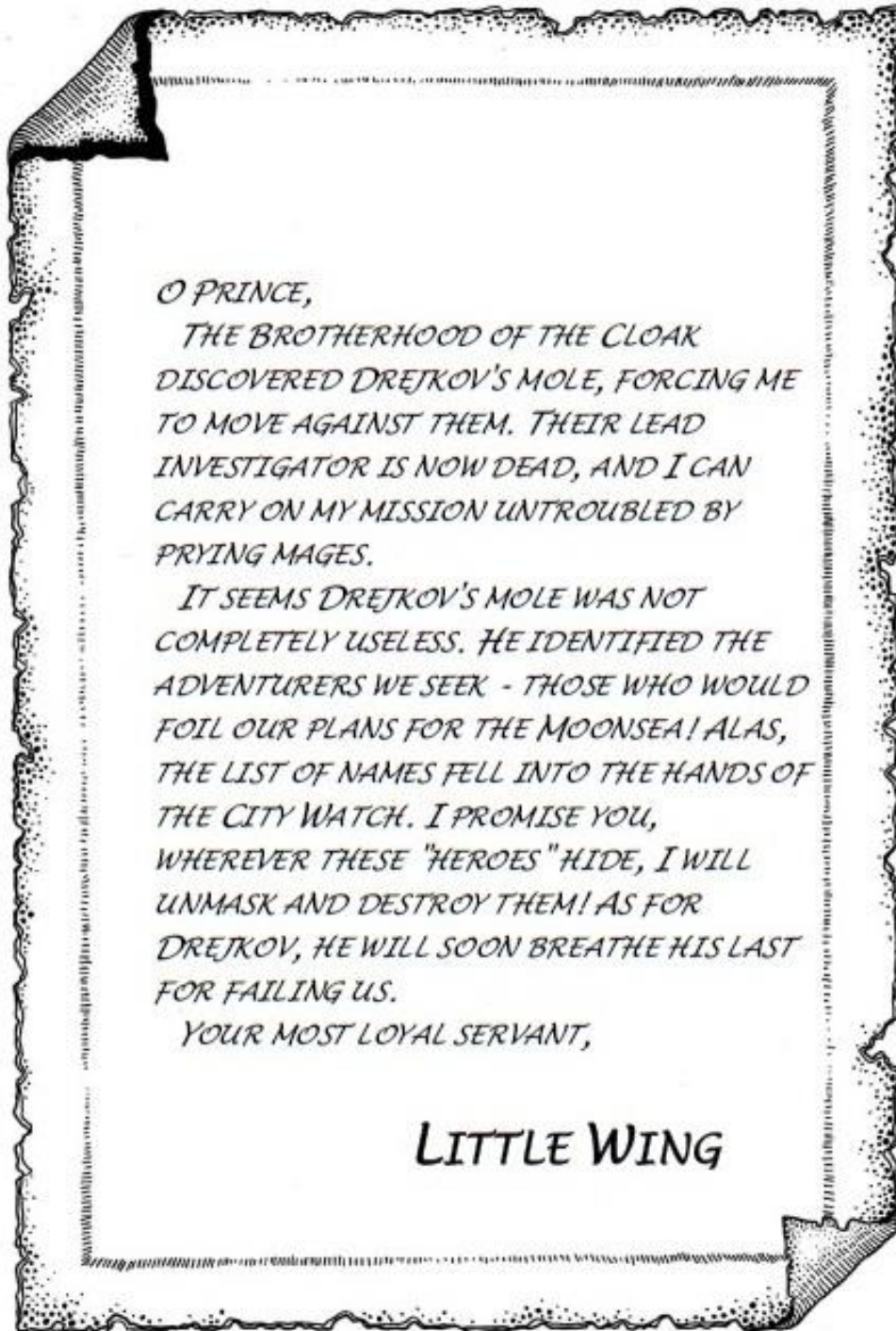
HANDOUT 6: THREATENING LETTER

# PLAYER HANDOUT 7



HANDOUT 7: HIT LIST

## PLAYER HANDOUT 8



HANDOUT 8: LITTLE WING'S REPORT

## DM APPENDIX: NPC SUMMARY

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

**Zel Tregarthen (ZELL tru-GAR-then).** Male human  
Cloak in black robes. Investigating cult activity in  
Mulmaster. Slain by Little Wing at the Theater of the  
Stars.

**Sergeant Kalugin (KAL-oo-gin).** Male human City  
Watch guard. Charged with pursuing the characters,  
believing them to be to blame for the death of Zel  
Tregarthen.

**Veren Drakewell (VARE-in).** Male human. Member of  
the Cult of the Howling Wind and proprietor of  
Drakewell's Arcana. Slain by Little Wing in his shop.

**Niko Sevek (NEE-ko SAY-vik).** Male human. Member  
of the Cult of the Howling Wind. Murdered in broad  
daylight by the cult and found impaled upon a  
weathervane.

**Radinka (ruh-DINK-uh).** Rather disreputable female  
human (Damaran) fortune teller. Witness to the Niko  
Sevek's death.

**Khaled bin Zafir (KAH-leed bin zuh-FEER).** Male  
human (Zakharan). Local inventor who has run amiss of  
the Cult of the Howling Wind. Suspect in the murder of  
Zel Tregarthen.

**Zor Aleksy Drejkov (uh-LECK-see DRAY-koff).** Male  
human. The failed scion of a once-great trading empire.  
Turned to Elemental Evil for revenge.

**Little Wing.** Male human assassin in the employ of the  
Cult of the Howling Wind. Employs winged boots to do  
his nefarious deeds.

## RESULTS CODE: MAY-JUNE 2015

If you are DMing this adventure during the months of May or June 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](http://dndadventurersleague.org/results) to enter their results.

