

ELEMENTAL EVIL™



ADVENTURERS LEAGUE™

THE SWORD OF SELFARIL

The fabled sword of Selfaril is told to bestow wisdom and power upon whomever wields it, so naturally its discovery has caused quite a stir in Mulmaster. All of this is complicated when a masked benefactor claims to not only know the truth about the blade, but also how it can be used to benefit the oppressed people of Mulmaster. Can it truly change Mulmaster for the better? A four-hour adventure for 5th-10th level characters.

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INTRODUCTION

Welcome to *The Sword of Selfaril*, 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 5th-10th level characters**, and is optimized for **five 8th-level characters**. Characters outside this level range cannot participate in this adventure.

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 8th-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

DETERMINING PARTY STRENGTH

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

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

DUNGEON MASTERING THE ADVENTURE

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

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

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

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

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

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

DOWNTIME AND LIFESTYLE

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

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

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

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

activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

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

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

SPELLCASTING SERVICES

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

ACOLYTE BACKGROUND

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

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

CHARACTER DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

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

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

DEATH

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

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

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

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

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

ADVENTURE BACKGROUND

The city of Mulmaster can best be described as a city of pessimistic dynamism. There is a strong negative energy about the city despite the industrious, hardworking attitude of its people. Mulmasterites are patient, relentless, exploitative people struggling to live as well as they can within a dog-eat-dog city where corruption is widespread and life is cheap.

Over a century before the present day, the ruler of Mulmaster, High Blade Selfaril Uoumdolphin was deposed by his identical twin brother, Rassendyll. Not having the stomach to outright murder his brother, Rassendyll had Selfaril trapped in a soul gem, which he then had mounted in the hilt of his blade.

Now, against all expectations, the sword has been found. Selfaril has been struggling to escape his magical bondage, and with the help of the characters, he can either reclaim the office of High Blade – or perish as a pretender to the throne.

THE FATE OF SELFARIL UOUMDOLPHIN

Selfaril Uoumdolphin, the former High Blade of Mulmaster, was betrayed by his twin brother Rassendyll in 1375 DR. With the aid of Fzoul Chembrul, Rassendyll trapped his brother in a soulgem fitted into the pommel of his sword.

For the next century, the sword would disappear from history only to wind up in the hands of the Dwarvish king, Iorn Ludwakazar. In the events of DDEX2-4 Mayhem in the Earthspur Mines, the sword--containing the soul of Selfaril Uoumdolphin--was reclaimed.

OVERVIEW

The adventure is divided into four parts.

Part 1: Homecoming. The adventurers, on their way into Mulmaster, happen across a group of Soldiers led by a Hawk searching for Rassendyll's sword. In the aftermath of their encounter, they meet Rastol Shan, the mysterious, masked head of the Brotherhood of Cloaks, Mulmaster's wizards' guild. Shan reveals the legacy of the sword and, wishing for an end to the Church of Bane's domination of the city, hires the characters to free Selfaril so that he might reclaim his rightful title from the current High Blade, Jaseen Drakehorn.

Part 2: A Search for Respite. Shan leaves the now-freed Selfaril in the party's care, and directs them to find a safe haven for the former ruler to recover. The party must navigate Selfaril safely through the tunnels beneath the dancehall known as the Wave and Wink, which is now inhabited by vicious trolls and a foul otyugh.

Part 3: Strength in Unity. Selfaril and the party are

plotting their next move. Shan and Selfaril urge the party to visit various groups within the city to support his claim so that he might live to challenge Drakehorn for the High Blade's seat as the former lord rests from his ordeals.

Each group lending Selfaril support whittles away complications arising in Part 4 of the adventure.

Part 4: Legacy Lost, Legacy Reclaimed. The characters enact their plans, and determine the outcome of Selfaril's challenge. The future of Mulmaster rides on their strength of arms as well as the persuasiveness of their arguments!

THE FATE OF RASSENDYLL'S SWORD

At the conclusion of DDEX2-4 *Mayhem in the Earthspur Mines*, the characters are presented with the opportunity to keep Rassendyll's Sword. This presents the chance that more than one of your players may have chosen to have their character keep the sword.

In this case, only one of the characters begins this adventure with the sword. Before beginning play, it must be determined which character that is—either by the characters's mutual agreement, or at by the DMs decision.

The sword functions as a +3 *longsword*. However, Selfaril's soul within the gem set into the longsword's pommel knows that freedom is eminent and has grown restless. Any attack made with the longsword is made with disadvantage as the sword twists and writhes in its wielder's hands. Additionally, it broadcasts strong feelings of impatience, anger, and the longing for freedom to whomever wields it. These emotions make it difficult for the sword's bearer to focus and any saving throws made against charm effects are made with disadvantage.

ADVENTURE HOOKS

The characters can become involved in the story in several ways. Some of these involve their character factions. Rumors of the sword's recovery have been buzzing about the city for the last week or more, leading many to question whether the legend of Selfaril's imprisonment might actually be true.

Restoring the Rightful Ruler. Though the Lords' Alliance do not hold much water within the city proper, they do have a few active agents within the noble classes. Since Jaseen Drakehorn is vehemently opposed to joining the Lords' Alliance, it is hoped that her successor might be more tractable and less prone to tyrannical, unjust rule.

- **Assignment.** Make certain that the High Blade of Mulmaster can be persuaded to follow the tenets of the Lords' Alliance.
- **Success Condition.** Install Selfaril Uoumdolphin as the High Blade after securing a pledge of his support.

Weakening the Banites. Jaseen Drakehorn owes much of her support to the Church of Bane, God of Tyranny.

This goes hard with the Order of the Gauntlet, who is committed to the cause of justice for the sake of the common weal rather than the harsh retribution enjoyed only by the city's elite.

- **Assignment.** Weaken the bonds between the High Blade and the Church of Bane in Mulmaster.
- **Success Condition.** Defeating the **devils** summoned by the priests of Bane in time to save Selfaril.

Plight of the Zhents. It's no secret that the Zhent-descended people of Mulmaster are treated as second-class citizens, forced to live in their own ghetto, only able to secure jobs that no Mulmasterite would want. The Zhentarim would see their people elevated from this lowly position, in the name of freedom – and profit, of course.

- **Special Mission.** Perform an act of public bravery, cunning, or cleverness.
- **Success Condition.** During the duel with Selfaril, High Blade Drakehorn's Banite priests summon a slew of devils. Win or lose, any Zhentarim who fights a **bearded devil** in single combat successfully completes this special mission.

Infiltrate the Cloaks. The Brotherhood of the Cloaks is all but impenetrable to most foreigners who come to Mulmaster, making spying on the mysterious order incredibly difficult. With the sponsorship of Rastol Shan, however, the Harpers could score quite a coup in intelligence-gathering.

- **Assignment.** Join the ranks of the Cloaks or help a Harper do so.
- **Success Condition.** Persuade Rastol Shan to sponsor a Harper's membership into the Cloaks.

Recruitment Drive. The less-than-popular Emerald Enclave is in a mad rush to bolster their numbers and seek out new allies wherever they can be found. Should any members of the Emerald Enclave happen across an unaffiliated group (preferably one with close ties to the natural order of Faerûn), they should be assisted, whatever the cost.

- **Assignment.** Help a new friend.
- **Success Condition.** Rescue Plod Graveltoe and convince the deep gnomes to join Selfaril's cause.

PART 1: HOMECOMING

The adventure begins as the heroes are travelling through the area about a mile outside of the city of Mulmaster.

BANDITS WITH BADGES

The adventurers run afoul of a company of Soldiery troops just outside of the city.

GENERAL FEATURES

The encounter with the Mulmasterite Soldiers has the following general features:

Terrain. The road is well-maintained. Rain has recently fallen, but the hard-packed road is not muddy.

Weather. The sun is high in the sky and un-obscured by clouds. The high winds characteristic of Mulmaster are ever-present though.

Smells & Sounds. Fresh rain. Song birds.

Bushes. The heavy undergrowth to either side of the road heavily obscures creatures hiding within or beyond. The ground beneath is soft and wet and Dexterity (Stealth) checks made to move unheard are made with advantage.

The manner in which the adventure begins depends primarily upon whether or not the characters have Rassendyll's sword in their possession.

THE CHARACTERS DON'T HAVE THE SWORD

If the characters did not participate in the events of DDEX2-4 Mayhem in the Earthspur Mines, or if they do not have the sword in their possession, read:

Following the road toward Mulmaster, you come to a turn leading past a thicket of tall bushes. The normal sounds of birds singing, is struck suddenly silent.

A crashing noise erupts from the undergrowth to the side of the road as a male halfling male clad in leather armor burst out of the bushes, clutching a long, wrapped bundle in his arms. The halfling trips and falls and lays still--three crossbow bolts protruding from between his shoulder blades. The bundle he once held spills from his arms and clatters to the ground, revealing a bejeweled longsword, the hilt set with a large, sparkling ruby.

No sooner than this happens, a group of armored men wearing the uniforms of the Mulmaster Soldiery run towards you, crossbows in hand.

A voice rings out from a black-haired woman wearing heavy plate not far behind them.

"Seize the blade. Slay the witnesses."

THE CHARACTERS HAVE THE SWORD

If the characters participated in the events of DDEX2-4 Mayhem in the Earthspur Mines and one or more of them kept the sword at the adventure's conclusion, read:

As you walk along the North Road towards Mulmaster, you come abruptly to yet another checkpoint manned by members of the city's Soldiery, next to some tall, dense bushes planted along the side of the road.

You are engaged with the usual rigmarole of producing your travel papers and declaring your intentions when one of the soldiers abruptly turns and walks into a lean-to just on the side of the road, where a lean, black-haired woman in heavy plate is seated, poring over some maps. The soldier taps her on the soldier and she turns to face you. She grabs a sheet of paper and after scanning it, returns her gaze upon you.

Her clear blue eyes fixate squarely on [the character carrying Rassendyll's sword.

"This is them. Seize the blade. Slay its bearers."

The members of the Soldiery (four **knights**) are led by a captain of the Hawks (a **veteran**) who has been searching for Rassendyll's sword on behalf of the High Blade.

If the characters are possessing of the sword, the paper that the Hawk looks at bears the likeness of whatever character actually carries it, along with a brief, written description of the other characters.

The soldiers attack immediately, moving to engage in melee range. The captain hangs back initially, using her first action to call for reinforcements using a signal horn, blown three times rapidly. Any character with the Soldier background knows the significance of this automatically; others may arrive at this conclusion with a successful DC 10 Intelligence (History) check.

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** Remove 1 knight
- **Strong or very strong party:** Add 1 mage (a member of the Brotherhood of the Cloaks)

DEVELOPMENTS

Once the soldiers and the Hawk captain are defeated, the party should have enough time to get away while the getting is good. Provided the knight sounded her horn, twelve more veterans arrive and attack if the characters are still present.

Demonstrate this as follows:

As the sounds of battle die down around you, you can hear horns and the crashing of dozens of armored feet running down the road. It won't be long before they arrive.

If the adventurers are defeated, they are summarily executed unless they can convince the Hawk captain that they have information yet to impart. If the characters attempt such and succeed at a DC 15 Charisma (Deception or Persuasion) check, they are disarmed, manacled, gagged, and taken to a dank, secret dungeon just outside of the city. Any characters that are obvious spellcasters find their fingers, hands, and arms bound in a series of intricate and excruciatingly painful knots.

Any soldiers that survived are left to guard the outside of the dungeon while the captain returns to the city to retrieve an inquisitor.

Whether the party goes to ground or is apprehended by the Hawks, they are approached by Rastol Shan during their next short or long rest, leading into “Legacy of the Blade.”

TREASURE

The soldiers are carrying a total of 160 gp in various coins. If the mage was present, the characters find a spellbook made of an unusual purple wood, polished to a high shine.

THE LEGACY OF THE BLADE

Depending on the results of the party's combat with the Mulmaster Soldiery, they are either holed up somewhere to rest, or in a small dungeon controlled by the Hawks. Either way, they may take a short rest, if they like. However, the rest is interrupted before they are able to complete it.

A half hour into their rest, read the following:

Without warning, you notice a very subtle shimmering in the air before you. The shimmering grows for a heartbeat before coalescing into the form of a tall, hooded figure.

The figure slowly draws back its hood, revealing a white-haired man, whose features are obscured by an ornate, silvery mask. The faint, spicy aroma of expensive perfumes clings to him. His movements are deliberate and unthreatening, and he turns to look on each of you before he speaks in a resonant baritone.

“A pleasure to meet you all. I am Rastol Shan, Senior Cloak of the Brotherhood of Cloaks. We should speak.”

Rastol Shan is indeed the head of the Cloaks. He is also a powerful lich, who disguises his true nature with Nystul's magic aura and alter self in addition to heavy perfumes and an ornate mithral mask.

ROLEPLAYING RASTOL SHAN

Rastol Shan has been masquerading for decades and is experienced at passing himself off as human. Putting him off his game is virtually impossible, given his magical preparations and gift for dissembling.

Shan is well aware of Selfaril's imprisonment in the blade for one very good reason – he was one of the wizards responsible. Under his real name, Thurdan Tallwand, Shan was one of the Cloaks who aided Rassendyll Uoumdolphin in usurping Selfaril's rule, thinking Rassendyll a more tractable ruler than his twin brother. Of course, in order to preserve his secret, all of his peers from that time have been dealt with.

Shan is earnest, even pleasant in his dealings with the party, as it is in his best interests to have Jaseen Drakehorn ousted from the office of the High Blade. The Church of Bane has worked long and hard to put limits on the power of the Cloaks, and Shan has had enough.

Rastol Shan has masked his undead nature using *Nystul's magic aura*. Any spells or magical effects (such as the paladin's divine sense class feature) that detect creature types or alignments reveal that he is a lawful neutral humanoid. For the purposes of dispelling the effect, it is an 8th level spell. Despite his disguises, however, Shan is still subject to spells or abilities that affect undead, such as *turn undead*.

Rastol Shan keeps neither his spellbook nor his phylactery on his person.

Shan wastes no time in explaining to the characters that the gem embedded in the sword they have recovered houses the long-ago deposed High Blade of Mulmaster, Selfaril Uoumdolphin.

In exchange for their assistance in liberating Selfaril from the soulgem and securing his rightful position as the High Blade, he presents a single platinum trade bar worth 2,000 gp; payable upon successfully aiding Selfaril in triumphing over High Blade Drakehorn. The characters may attempt to negotiate this reward. A successful DC 20 Charisma (Persuasion) check convinces Rastol Shan to add 5, smaller gold trade bars worth an additional 250 gp to the pot.

If the characters defeated the Soldiers and took any of them captive, Rastol Shan casts magic missile (1 missile for each of the captive Soldiers) before continuing–slaying them all. If questioned, he informs the characters that if word of his betrayal were to reach the ears of High Blade Jaseen Drakehorn, their little rebellion would quickly be at an end and their individual fates would be much, much worse.

The adventurers have the opportunity to learn the following while speaking with Rastol Shan.

- The ritual used to free Selfaril from the gem is not a difficult one for those with the appropriate knowledge and power. In fact it will take only an hour, during which the adventurers can complete a short rest. If under guard, Shan explains that he has put the guards outside under a magical sleep, and they should remain unconscious for some time.
- Once awakened from his slumber, Selfaril will be extremely weak, and will require rest. (Until he has rested for a full day, all of his ability checks, attack rolls and ability checks suffer a -4 penalty and are made with disadvantage. In addition, his hit points are reduced to 20.)
- The gem in the blade is what has been causing the headaches and urgings when the sword is being handled. Shan informs the party that the blade was specifically crafted to be wielded only by members of the Uoumdolphin bloodline, and that it cannot be properly attuned to outsiders.
- Any arcane spellcasters who wish to join the Brotherhood of the Cloaks can secure Rastol Shan's sponsorship as an adjunct member with a successful DC 13 Charisma (Persuasion) check and the completion of the mission.
- If any party members are allied with the Zhentarim, they notice Shan inserting a coded Zhentarim phrase, "Every blade a black blade," into his speech, identifying him as an ally. Should the Zhentarim party member respond with the appropriate response, "Yet all blades are red when they have done their work," Shan identifies himself as a Zhentarim operative and speak at great lengths about the plight of the Zhent-descended inhabitants of the Zhent Ghetto, and their ill treatment during Drakehorn's reign. In truth, Shan is no such thing; he obtained the code phrases by magically interrogating a Zhentarim spy who attempted to infiltrate the Cloaks some days ago.
- Shan is very upfront about his motives regarding the Church of Bane, unless a member of the party is an overt worshiper of Bane. In that case, he instead downplays this motive and focus on the plight of the Zhent Ghetto and the oppressive nature of the Hawks and corruption of the City Watch.
- Shan desperately wants to keep this situation quiet until Selfaril makes his public challenge to Jaseen Drakehorn, so he is willing to bargain if the party asks for more money. He is willing to add 250 gp to

the reward, with a successful DC 15 Charisma (Persuasion) check.

- Shan would like to perform the ritual in his private chambers at the Cloak Tower, where he has the necessary materials as well as a ritual circle, but he knows that Selfaril is not likely to have time to recover there before being discovered and secreting him to the tower would be difficult, if not impossible.
- In an old journal kept by a former Senior Cloak, Shan found mention of a safe room by the name of the High Blade's Respite, but aside from that sole mention, he has found no clue as to where this haven may be. It is his hope that Selfaril knows its location.

If the adventurers accept Shan's proposal, he instructs them to give him space. Read the following:

With uncanny precision, Rastol Shan draws a complex circle of spidery runes around the sheathed sword and places candles at seemingly random points before lighting them each with the merest of touches. He speaks a series of arcane syllables, muffled from beneath his mask, that only lend to their imperceptibility.

The tension only thickens as time passes. After what seems like an eternity, Rastol Shan's voice rises. Almost in response, an unearthly wind picks up in the middle of the room, blowing around items. The candles are snuffed abruptly and with an audible crack, the gem set into the pommel of the sword snaps in two.

A figure appears, kneeling over the blade. Shoulder-length, black hair flecked with gray hides the face of the man wearing heavy plate of an ornate design, inlaid with gold, and emblazoned with the crest of what is likely some long-forgotten noble house. The man shudders with each breath--stray strands of hair plastered to his damp forehead, as if he had just run a great distance without rest.

Rastol Shan himself is little better. Though not wounded, he is dazed, and he collapses into a nearby rock/chair in a winded heap.

The man is Selfaril Uoumdolphin. He is utterly bedraggled and exhausted. Any successful DC 15 Wisdom (Medicine) check or a lesser restoration or a more powerful similar spell revives him enough for short bursts of speech, but he is capable of little else. As soon as he spots the blade, however, he snatches it up, his eyes brimming with unspoken emotion.

Now is a good opportunity for the adventurers to ask him the location of the High Blade's Respite. Though he is initially unwilling to divulge the location of the Respite, he discloses it should one of the characters succeed on a DC 17 Charisma (Persuasion) check. However, if the adventurers fill him in on the situation as it stands in the city, as well as their desire to see him back on the throne, the check is made with advantage. Attempts to intimidate him fail automatically.

If the adventurers are unable to glean the location from the addled Selfaril, Shan obtains the location from Selfaril's mind through use of a spell. Either result indicates that the High Blade's Respite can only be reached through a passage beneath the Wave and Wink, a rowdy dancehall in the western part of the city.

Shan urges the adventurers to safeguard Selfaril's passage to the Wave and Wink, as he has been away too long already—a high profile figure such as himself is missed after some time, and questions may be asked if he does not return to the Cloak Tower. He produces a silver mirror and hands it to the nearest character that has identified himself as a member of the Cloaks. If none are present, he hands it to the character that is most obviously an arcane spellcaster in the party. If none still, he hands it to the nearest character. He informs the characters that he can be contacted using the mirror once they arrive in their bolt hole.

ROLEPLAYING SELFARIL UOUMDOLPHIN

Selfaril is upset to say the least. He has, for over a hundred years, done little other than seethe over the injustice of his twin brother's betrayal. He has recently switched gears into considering how best to leverage his plight into the best way to proceed. Like it or not, every plan hinges upon the characters's cooperation.

Selfaril never liked the Church of Bane, and as Jaseen Drakehorn was installed by them, he sees her overthrow as his perfect instrument of revenge against the Banites and their High Imperceptor.

Though in years past Selfaril nursed a private disgust toward the Zhentish refugees in Mulmaster, he is at heart a canny pragmatist. He is more than willing to deal with the Zhents in order to win their support.

Selfaril is willing to deal with virtually any group necessary to support his claim to the throne and his challenge to Drakehorn. Though he keeps his word regarding any agreement he makes, he obeys the letter of his agreements rather than the spirit, not out of laziness, but because gratitude means nothing to him.

Selfaril is a brilliant political operator, and he cozy's up to the party, portraying himself as a strong, fearless leader who was betrayed because of his progressive ideals. He does not go overboard, but makes subtle statements regarding issues such as the condition of the Zhent Ghettos and the corruption of the city's military forces.

Despite his present status, he still insists on being addressed as High Blade Uoumdolphin.

XP AWARDS

If the characters manage to learn the location of the High Blade's Respite without the assistance of Rastol Shan, award each character 200 XP.

PART 2: A SEARCH FOR RESPITE

The party enters the passages beneath the Wave and Wink, a popular dancehall in the affluent, western part of the city.

THE WAVE AND WINK

It is important to note that once the adventurers enter the subterranean passages, a short or long rest is all but impossible, as trolls are coming and going throughout—using the holes they have smashed into the walls leading to the city sewers. Any attempt to take a short rest in the passages result in the party being discovered by a pair of trolls, approaching from the closest open sewer passage. Various passages have been smashed through the walls into the surrounding sewers, which are troll-infested and lead nowhere useful.

GENERAL FEATURES

The tunnels beneath the Wave and Wink have the following general features:

Walls and Terrain. The 10-foot-wide tunnels are made of hewn stone, reinforced with wooden beams. Though dusty and largely disused, they are in good repair.

Light. The passages between the storeroom and wine cellar are pitch dark. Unlit lanterns hang from hooks on the wall, one at the bottom of the stairs, and one just outside of the storeroom in the hallway leading to the wine cellar. As an action, a character can light a lantern, which provides bright light in a 20 foot radius and dim light for an additional 20 feet beyond that.

Sound. The sound of revelry and music, though muted, can be heard from upstairs. Scuttling insects. Dripping water.

Smells. Rot. Sewage. Dusty, stagnant air. As the heroes approach the Wave and Wink, read the following:

You can hear the loud music coming from down the block, long before you arrive at the Wave and Wink, known for decades, even centuries, as the rowdiest dancehall in Mulmaster. Here, young nobles rub shoulders with the scions of merchant houses and affluent members of the criminal element as they dance the night away, doing their best to ignore the cruelties committed daily on their doorsteps.

Selfaril's eyes, drooping with exhaustion, nonetheless light up with anticipation. "We're here."

If the characters participated in the events of DDEX2-5 Flames of Kythorn, they may already know about the secret entrance to the vault where the owner, Urdun Brizik stores his valuables. If so, they may open the door into the storeroom without complication. Otherwise, Rastol Shan knows of its existence and is able to open it for them.

STOREROOM

Once inside, the characters find themselves in a storeroom itself is packed with foodstuffs, liquors, and ales imported not only from the Western Heartlands and the Moonsea, but also areas around the Sea of Fallen Stars, Amn, and Tethyr.

Within the storeroom, a door is set into the floor in a corner. Above this door is a pulley used to hoist and lower casks into the wine cellar below.

A. WINE CELLAR

The wine cellar is no less impressive, with vintages ranging from cheap local plonk to rare and valuable imports. However, the wine barrels are too large to be moved easily or without notice, so they do not make for ideal looting.

The door is magically sealed, and once located, it is revealed be covered in ten Draconic runes. Selfaril knows that the runes must be touched in a specific order, but his exhaustion is robbing him of his ability to reason. He can be roused with a successful DC 17 Wisdom (Medicine) check or with spells such as restoration.

Without Selfaril's aid, deciphering the combination requires a successful DC 20 Intelligence (Arcana) check. Using force to open the door is no easier; it is sturdy ironwood, magically warded with an arcane lock spell, so forcing it open requires a successful DC 30 Strength check and picking the lock requires a set of thieves' tools combined with a successful DC 35 Dexterity check.

Beyond the door, a 5-foot-wide vertical shaft descends into utter darkness. The climb is easy enough; the shaft is set with a ladder of iron rungs driven into the wall and drops 50 feet to a floor of hewn brick.

SELFARIL NEEDS FOOD BADLY

Selfaril is in no shape for a fight. His ordeal has left him extremely weak, and has a walking speed of 10 feet. While he expresses displeasure at them, Selfaril follows the characters instructions unless they put him in obvious risk.

He does not participate in any combat and if the characters are ambushed, he does nothing but move away from the combat on his turn. Until he has completed a long rest, his hit points are reduced to 20 and has a -4 penalty to ability checks, attack rolls, and saving throws--all of which are made with disadvantage. Using restorative magic will remove the penalty and disadvantage, but his hit points are not restored until he has rested for 24 hours.

TREASURE

For those in the know, a successful DC 15 Intelligence (History) check identifies a cask in the storeroom as containing a rare of aged Luiren Rivengut, worth 120 gp to the right buyer. The cask is smaller than a typical cask--heavy, but not completely unwieldy.

B. ENTRY HALL

Beyond the concealed door, a powerful stench pervades the air.

GENERAL FEATURES

Area. The entry hall is extremely large, 50 feet wide and 80 feet long. Once the concealed door is opened into the entry hall, a fair amount of trash and filth spills into the hallway. The entry hall within stinks of rot and excrement, and the once-opulent furniture and art are all ruined beyond salvage.

Signs. A quick survey of the room reveals with a DC 12 Wisdom (Nature or Survival) check that trolls have been nesting here, and their spoor is still fresh. If pressed, Selfaril remarks that the entry hall and passages used to be regularly maintained, but much appears to have changed over the last hundred years.

Light. The room is pitch dark, though there are hooks on the walls for hanging lanterns, and a (mostly smashed) chandelier in the center of the room, which can hold up to twelve candles.

Exits. The door leading out of the Entry Hall has been smashed into **jagged pieces of wood**. The trolls have never bothered to clear the shards away as their thick hides keep them safe, but anyone who tries to squeeze through into the passage (Location B) must make a DC 15 Dexterity (Acrobatics) roll or take 5 (1d10) piercing damage.

Of course, the remaining shards of wood can be cleared away by main strength or bashed out of the door frame with weapons, but may alert the two **trolls** behind the secret door to the south, who wait in ambush for the

adventurers to move further down the passage. The secret door is not easy to spot, requiring a successful DC 20 Wisdom (Perception) check to discover.

D. TRAPPED PASSAGE

The troll who lairs here has set up a crude but deadly trap in the hallway at Location C. While the interlopers contend with the trap, the troll means to come roaring out into the hallway, attacking from behind.

GENERAL FEATURES

Area. Water has spilled into the passageways here from the surrounding sewers, leaving the floors covered in 3 to 4 inches of murky water.

Light. Like the rest of the passages, there are no light sources, but there are empty wall sconces for torches every fifteen feet. Given the trolls' fear of fire, every torch has been removed.

Trap. A **tripwire trap** is concealed at Location C. The tripwire is crudely made; it requires a successful DC 15 Wisdom (Perception) check to spot. However, the murky water obscuring the floor aggravates this, and any checks made to do so is made with disadvantage.

If the trap is spotted, it can be disarmed with a successful DC 10 Dexterity (thieves' tools) check. Otherwise, triggering the trap causes the ceiling to collapse in a 10-foot-by-25-foot section, dumping hundreds of pounds of brick and earth onto creatures beneath it. Anyone standing in the passage when the tripwire is sprung must succeed on a DC 15 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

More importantly, if the trap is triggered, the trolls waiting in the nearby lair come tearing out into the hall at full speed, attacking the rearmost member of the party.

If the characters encounter the trolls in the passage, the room beyond is empty save for piles upon piles of garbage, debris, and excrement. Otherwise a pair of trolls is in this, rooting through its contents.

TREASURE

A character that spends a half hour sifting through the rooms contents that also succeeds at a DC 15 Intelligence (Investigation) check finds 5 cat's eye chrysoberyl gems, in a water-damaged leather pouch under some rubble, worth 50 gp each.

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** Reduce the hit points for both trolls to 63
- **Strong or very strong party:** Increase the hit points for both trolls to 126

E. OTYUGH LAIR/ORDURE PIT

Area. A rough passage (Location D) leads into a large sewer chamber. An **otyugh** resides at the center of the chamber; a disgusting specimen that lives off of the runoff from the nearby sewers. The otyugh, wishing to protect its source of filth, retreats to the southeast and fights to the death in order to prevent anyone from entering the passage leading into the ordure pit. If the party elects to skip this area and head directly into the High Blade's Respite, it does not move to attack them.

Additionally, two **black puddings** lurk in the room; one among the filth on the floor and another clinging to the ceiling. Noticing them requires a successful DC 13 Wisdom (Perception) check. Perception checks made to notice the puddings on the floor are made with disadvantage.

The otyugh lair contains nothing of particular interest, but the ordure pit holds several treasures.

Environmental Hazards. Anyone who spends time rooting around in the filth of the otyugh lair or the ordure pit risks exposure to disease, as if they had been afflicted by the otyugh's bite (see the otyugh stat block for details.)

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove black puddings; add 1 otyugh
- **Weak party:** Replace black puddings with 3 ochre jellies
- **Strong party:** Add 1 black pudding
- **Very strong party:** Add 2 black puddings

TREASURE

Anyone searching the ordure pit finds a silver urn, slightly dented, but embedded with several cabochon gems, worth 1300 gp. In addition to the urn, they also find a lockbox containing 110 gp in various coins, as well as a magical shield, the wall of teeth.

THE WALL OF TEETH, +2 SHIELD

Armor (shield), rare

This shield is fashioned of dull, black steel and festooned with hundreds upon hundreds of human teeth. Whenever the wielder of the shield is presented with an opportunity to act in a selfish or malevolent way, the item heightens the wielder's urge to do so. A description of this item can be found in the *Dungeon Master's Guide*.

SPECIAL MISSION: EMERALD ENCLAVE

If any of the characters are members of the Emerald Enclave, this is the opportunity for them to complete their special mission.

Read:

As you near a corner, you can hear fevered yelling and cries of pain and alarm. Rounding the bend in the passage, you are greeted with an unusual sight.

The tunnel opens into a large room filled with all sorts of detritus. In the center, a large, tentacled creature with a vast, toothed maw does battle with what appears to be a number of small, grey-skinned humanoids; including one that the great beast clutches in one of its tentacles.

The small humanoid is casually tossed into the beast's mouth and its screams are suddenly silenced.

The characters have come across a group of svirfneblin battling the **otyugh** and one of **black puddings** in the room—having destroyed the other one, but not before it killed a number of their own.

When the characters arrive, the otyugh has just swallowed the expedition's leader. Though they do not know it, the characters have three rounds to slay the otyugh before the gnome within it succumbs to his injuries.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** The svirfneblin dies in 5 rounds.
- **Weak party:** The svirfneblin leader dies in 4 rounds.
- **Strong party:** Add 1 black pudding
- **Very strong party:** Add 2 black puddings

If the characters successfully rescue the svirfneblin, Plod Graveltoe, he musters the ragged remnants of his group and leads the characters to the High Blade's Respite.

Selfaril grudgingly allows the deep gnomes the use of the Respite to regain their strength before making their long trek home. Due to his kindness, the svirfneblin can be recruited into supporting him in his effort to reclaim the position of High Blade (see Part 3, below).

TREASURE

If successful, the gnomes also point out that they saw something in the ordure pit that looked like a shield, but weren't able to venture in to investigate. Lastly, they provide the characters a single potion of greater healing.

XP AWARD

If the characters successfully rescue Plod Graveltoe and convince the gnomes to support Selfaril, award each character 100 XP.

F. THE HIGH BLADE'S RESPITE

After braving the dangers of the troll-infested passages, the party arrives at their destination, the High Blade's Respite.

GENERAL FEATURES

Entrance. A short set of stairs lead up to the entrance of the High Blade's Respite. The door, while not concealed, is identical to the door separating the passages from the storeroom area (see above.) Anyone who saw Selfaril manipulate the runes on the first door can be able to open this door as well.

Area. The High Blade's Respite is quite literally a breath of fresh air as opposed to the fetid passages just outside. The Respite is a suite of four small bedrooms and one larger bedroom reserved for the High Blade, each positioned around a common room with a large, rune-covered table and an enormous fire pit.

The table can be activated with a successful DC 10 Intelligence (Arcana) check. Three times a day, it can be used to produce meals for up to twelve people, including common quality wine and fresh water. The fire pit can be fed with coal from a coal chute that is still full, keeping the suites warm and cozy.

Exits. If the dining table is pushed to one side and the rug underneath moved, a permanent teleportation circle is revealed. One of the cabinets contains the material components necessary to cast the spell three times.

TREASURE

Selfaril frowns on anyone attempting to steal items from the High Blade's Respite, but there is a pair of silver salt cellars on the sideboard worth 25 gp each, as well as a fine crystal decanter worth 60 gp.

DEVELOPMENT

Once Selfaril and the adventurers are situated in the High Blade's Respite, move on to "Part 3: Strength in Unity."

PART 3: STRENGTH IN UNITY

Once Selfaril is installed in the master bedroom and allowed to rest for 24 hours, it is up to the party whether or not they would care to take a long rest themselves. At some point following their rest, the silver mirror given the party by Rastol Shan activates; a gem in the mirror's handle glows with a soft red light, and any character gazing into the glass sees Shan's face staring back at them.

Shan is concerned that, despite all of his precautions, interested parties will be searching for the sword, or Selfaril, or both. The clock is ticking, and Shan believes that Selfaril must issue his formal challenge as soon as he has regained his full strength. However, moving alone against the power base surrounding Jaseen Drakehorn is foolish and dangerous. He implores the party to scour the city, making agreements and gaining the support of as many groups as possible so that Selfaril's challenge goes off without a hitch.

He begins by directing the party to get in contact with Wylan Burrel, of the Temple of Tymora, who may be sympathetic to their cause.

Armed with Selfaril's signet ring, the party is sent out to secure support on his behalf.

HOW TO WIN FRIENDS AND INFLUENCE PEOPLE

This part of the adventure is done entirely through roleplaying. If any skill checks are made, they will likely be social skill checks. Reward good roleplaying with advantage and penalize overly lazy roleplaying with disadvantage on said rolls. Additionally, some characters will be better suited for some encounters. Nobles, for example, should have advantage on any checks made in negotiating with the zors and zoras of Mulmaster, while criminals or street urchins may have advantage in dealing with the Hangmen. Alternatively, characters in these situations who demonstrate particularly good roleplaying and reasoning may even automatically obtain the assistance of their fellows.

Some characters may also have hooks that will ensure the cooperation of various groups. The characters may also approach groups besides the ones listed. Reward creative thinking and approaches in their interactions with the factions of Mulmaster. Have fun with it!

Following is a list of sample groups that are possible allies for Selfaril and the party. If the adventurers are stymied, have Rastol Shan or Selfaril suggest some, and faction members suggest others as appropriate.

TEMPLE OF TYMORA

Right out of the gate, Rastol Shan directs the party to get in touch with Wylan Burrel, a relatively low-ranking priest at the Temple of Tymora. Burrel is all for Selfaril's return,

for one important reason: he is secretly the ranking priest in the city's Cult of the Black Earth, whose expansion is threatened by the stranglehold of the Church of Bane. Burrel assures that the other priests will agree to run interference against the priests of Bane, and puts the party in touch with Sark Tolliver, who is secretly beholden to the Earth Cult, a fact he obviously omits.

CITY WATCH

While the City Watch will not overtly betray the High Blade, the senior officers may be susceptible to bribery or intimidation, and may be persuaded to withdraw from the streets during Selfaril's challenge to Jaseen Drakehorn. Spending 50 gp in bribes automatically secures the City Watch's complacency.

THE HANGMEN

One of the few criminal organizations that has not yet been smashed into fragments by the Hawks, this small syndicate based in the Zhent Ghettos is supported by the Zhent-descended populace, but is just one step above a street gang. However, their leadership is canny and well-informed, and if they can obtain a promise from Selfaril to encourage protected integration of the Zhent-descended citizens with the rest of the city and the rebuilding of condemned buildings with the Zhent Ghetto, they lend their full support to Selfaril.

The Hangmen are only willing to meet in the Zhent Ghetto, where they have a home field advantage should things turn sour.

RED WIZARDS

The Thayans in Mulmaster are not naturally inclined to involve themselves directly in the city's politics, but if the party can sweeten the deal with certain concessions, such as the expansion of the Thay embassy and the ability to practice magic within the city limits, they throw their public support behind Selfaril. Their magic, resources, and reputation are all valuable resources.

A request from Rastol Shan gains the party an invitation to the Thayan Embassy to speak with their ranking members.

THE NOBLES

A group of three nobles, led by Zora Rosealine Culkin (from DDEX2-2 Embers of Elmwood), have stayed in clandestine contact with the Lords' Alliance. Though none of the nobles are willing to go head-to-head against any of the Blades, much less the High Blade, they are willing to recruit other zors and zoras of the noble class into the Lords' Alliance, who throw their weight behind Selfaril. While they are comfortable with their position under Jaseen Drakehorn's rule, they realize that Selfaril's claim is strong and wish to cast their lot with whom they presume is the winning side. Zora Culkin requests instatement as a Blade as a condition of her aid. The other three nobles support her in this request.

Culkin hosts the party at the Traveler's Cloak Inn.

SARK TOLLIVER

Previously featured in DDEX2-2 Embers of Elmwood, Sark Tolliver is a Hawk who is in the pocket of the Cult of Black Earth, who has promised to release his half-brother from their membership if he cooperates with their wishes. Sark sees Selfaril's rule of Mulmaster as a means of ferreting out the cult and getting his half-brother as well.

Though Tolliver does not speak for all of the Hawks or the Soldiery, those who are personally loyal to him ensure that the Hawks and Soldiery are confused enough to be less than effective in stopping Selfaril's challenge.

Upon seeking out Sark, the characters are arrested for the scuffle (and likely murders) committed during Part 1, above. After an hour or so in a stinking dungeon, Sark Tolliver comes to them and secures their release.

Tolliver is unwilling to discuss Selfaril's return while the characters are in the Hawks's custody, but arranges to meet at a neutral location shortly after the characters are released. That is not to say that he completely trusts the characters, however; he arrives with Soldiery reinforcements nearby should the party attempt a double-cross.

MULMASTER BEHOLDER CORPS

After the party has made contact with several groups, they are eventually contacted by Rastol Shan, who directs them to a cave structure just outside of the city walls. Within those caves dwells the Mulmaster Beholder Corps. Out of fear that the characters will be reluctant to petition the Corps for their assistance, Rastol does not forewarn the characters of who they are to meet in the sewers, but assures them they are unmistakable and could prove quite important to the cause.

HISTORY OF THE MULMASTER BEHOLDER CORPS

Over one hundred years ago, before the Spellplague, an eye tyrant clan ship crash-landed into a deep ravine in the Dragonspine Mountains. Of the thirty-five beholders aboard the clan ship, fifteen survived. Rightly determining that their levitation abilities would not be sufficient to the task of escaping the mountains, the hapless beholders instead began tunneling ever deeper into the mountains.

Eventually emerging into the labyrinthine tunnels beneath Mulmaster, the beholders began to ponder their next move, realizing that they represented a force powerful enough to challenge the strongest human armies on the surface. Unfortunately, as they were still gathering allies to make their power play, a group of adventurers stumbled across their lair. Clearly outmatched, the adventurers nonetheless prevailed by cleverly triggering a cave-in, burying the beholders in their underground lair.

Of the fifteen beholders of the Corps, only three survived the crush of rubble: **Xorack**, **Xamott**, and **Xanshin**. The three have not been idle over the last hundred years, trying to come up with plan after plan to seize power while slowly tunneling their way out of their underground prison with their *disintegration* eyes. They finally came up with one of their liking: summoning twelve **spectators** and altering them to cosmetically resemble true beholders.

Thus assembled, the new Mulmaster Beholder Corps, when hosting business partners in their lair, has the incredible advantage of making their enemies and friends alike believe that there are no less than the original fifteen beholders among their number. However, being spectators, the rest of the "beholders" are bound to their location, so the three true beholders, on the rare occasion that they are forced to conduct business elsewhere, operate as a group of "representatives." The three beholders, though "family" of the same clan, bicker and argue and can definitely be played for laughs, though they are still beholders and incredibly powerful adversaries when provoked.

What the Beholder Corps wants more than anything else is to be taken seriously. In their current incarnation, the three beholder brothers are ineffectual and somewhat comedic, but once they come out in support of Selfaril, they may be viewed as a powerful fifth column beneath the city itself.

The members of the Beholder Corps have an inflated sense of worth, and are prone to making ridiculous demands in an attempt to ascertain whether or not the characters are taking them seriously.

The Beholder Corps would make a valuable addition to Selfaril's power base, but the adventurers may not want to take the risk of walking into a subterranean lair containing what appears to be fifteen beholders. Indeed, a disastrous showing might spell certain doom for an incautious party.

THE SVIRFNEBLIN EXPEDITION

If any of the characters are members of the Emerald Enclave and successfully completed their special mission (see Part 2, above), Plod Graveltoe casts his lot in with Selfaril.

While they will likely leave Mulmaster before Selfaril achieves the position of High Blade, the deep gnomes may prove useful should the group need to traverse the tunnels beneath the city in the coming days.

If the characters wish, the svirfneblin lead them through the tunnels directly to the Keep Circle once Selfaril has issued his challenge to High Blade Jaseen Drakehorn. In so doing, the characters are able to completely avoid the antagonists that would otherwise attempt to stymie their procession to the circle.

XP REWARDS

For every group that the party gathers to Selfaril's side, award each character 100 XP (maximum of 500 XP).

Once the party is satisfied with the allies they have made, proceed to "Part 4: Legacy Lost, Legacy Reclaimed."

PART 4: LEGACY LOST, LEGACY RECLAIMED

Once Selfaril has regained his strength and the adventurers have secured support for his claim, a procession is started with Selfaril at the head. With the party members and their public allies, the procession marches to the Tower of the Wyvern with the intention of issuing a formal challenge to Jaseen Drakehorn.

Not everyone is so excited to see Selfaril's return to the present age. At several places along the procession from the Tower of the Wyvern to the dueling circle outside of the Southroad Keep, forces have marshaled against the former ruler.

A one-on-one duel for the High Blade's throne is both legal and traditional. Selfaril is a doughty fighter, and Jaseen Drakehorn is no match. Her only hope is for her own allies to whittle down Selfaril and his allies before the duel ever begins.

When Selfaril and the adventurers are ready to make their challenge to Jaseen Drakehorn, read the following:

There is a chill in the air, this gusty morning. The wind coming from the harbor is unseasonably strong. Selfaril stands in the midst of your party, and your party is likewise surrounded by the allies who have pledged public support for the former High Blade.

Slowly, deliberately, the party begins moving northeast along the main boulevards, toward the Tower of the Wyvern.

The challenge takes place at the dueling circle at Southroad Keep, in the southeastern part of the city.

THE PROCESSION

Between now and then, when traversing the route, the procession encounters the following groups and complications. Each support group can be used only once as a means to prevent a complication.

THE SVIRFNEBLIN EXPRESS

If the characters secured the support of the svirfneblin (see Part 2, above), the characters may elect to take a more covert route to the dueling circle. In this case, the characters, Selfaril, and this supports traverse the tunnels beneath Mulmaster and emerge near the circle. This prevents the supporters of Jaseen Drakehorn from harming or otherwise harrying the characters during their procession; arriving at the circle unharmed.

THE CLOAKS

Though Rastol Shan is keeping an eye on as many of his Cloaks as he can, there are still many highly-placed members within the organization who are in the pay of the High Blade. They ambush the party with a variety of spells as the procession passes by the Tower of Blades.

Effect. Each character must make a DC 13 Dexterity saving throw, sustaining 11 (2d10) damage on a failed roll, or half damage on a successful roll. The type of damage that each character suffers is determined by rolling 1d8 and consulting the list below;

SPELL DAMAGE TYPE

Result	Type
1	Fire
2	Cold
3	Lightning
4	Acid
5	Thunder
6	Poison
7	Radiant
8	Necrotic

Prevention. If the party has gained the support of the Mulmaster Beholder Corps, they use their central eyes to counter the spells cast by the ambushers entirely.

Alternatively, if Selfaril has the support of the Red Wizards, the Thayans cast counterspell to blunt the effects of the spells, allowing saving throws to be made with advantage.

THE CITY WATCH

The City Watch is out in force to halt the procession. Pushed by the High Blade, the Watch commanders send out a full company of eighty **guards** to clear the streets, by force if necessary.

Effect. If the City Watch is unopposed by allies of the party, the characters and Selfaril each take 11 (2d10) bludgeoning damage on their way to the Keep Circle, as they force the adventurers to fight their way free of the blockade.

Prevention. If the City Watch has been bribed, they ignore orders and remain in their barracks. If the Hangmen are recruited, they draw off the majority of the City Watch forces, reducing the damage inflicted on the characters by half.

As a last resort, the nobles under Zora Culkin demand that they stand down, though this means that the Alliance nobles are not able to prevent noble interference (see The Loyal Nobles, below.)

THE NOBLE LOYALISTS

The nobles loyal to Jaseen Drakehorn send out their own personal bodyguard forces to harry the procession.

Effect. Left unchecked, the nobles' forces ensure that the Temple of Tymora's contribution is halved by the time the procession arrives at the Circle.

Prevention. The nobles are best countered by Zora Culkin and her own nobles. Alternatively, Sark Tolliver can chase them off with an intimidating glare and some hastily-barked orders to his Soldiery troops, but this prevents him from interceding against the Hawks later.

THE HAWKS AND SOLDIERY

The Hawks and Soldiery are professional troops, as cool and competent as they come. Utterly loyal to their station as well as the High Blade, they are a force to be reckoned with.

Effect. Without opposition, the Hawks and Soldiery quickly round up all illegal elements (Hangmen, Nobles) of the procession, negating any benefit that they would otherwise grant. Note that this can cause some faction assignments to be failed in the endgame.

Prevention. Sark Tolliver, a senior Hawk, is able to order them to stand down. Alternatively, if they have not yet been tapped, the Mulmaster Beholder Corps can scare off the otherwise seasoned soldiers, though this leaves them unavailable for the final showdown against Jaseen Drakehorn.

THE FINAL SHOWDOWN

Despite the harassment the trip has reached its goal quickly. You are at the base of the Tower, the personal dwelling of High Blade Jaseen Drakehorn.

With a flourish and the sound of steel rasping against steel, Selfaril's sword, which served as his prison for over a century, is drawn. The magical blade flashes in the sunlight. Selfaril's voice booms as he shouts his challenge to the battlements.

"Drakehorn! Noon! The Keep Circle!"

And, with that, you are committed to a course with an unsure destination.

When the procession finally arrives at the dueling Circle just in front of Southroad Keep, an enormous crowd has gathered. It quickly becomes apparent with a successful DC 12 Knowledge (Religion) check that the majority of the crowd is comprised of lay members, fighting priests, and acolytes of the Church of Bane. As the duel begins between Jaseen Drakehorn and Selfaril Uoumdolphin, the Banites seem to adhere to the rules of noninterference.

DUELING IN MULMASTER

In Mulmaster, disagreements are often settled at the point of a sword. Though more common among nobles, any citizen can challenge the other to a duel. Duels are serious affairs with strict protocols. Officiated by a third party, both combatants are expected to adhere to two ground rules:

- **No Assistance.** The duelists are forbidden to receive help, both direct and indirect, from others. Doing so renders the results of the duel void, regardless of whether or not the other party was also receiving aid.
- **Impartial Judge.** The duelists must mutually consent to an impartial third-party to act as a judge. The judge officiates the duel and ensures that others don't intervene. They are the arbiter of who wins and who loses the duel.

When Selfaril's procession arrives, Rastol Shan is already there, standing near High Blade Drakehorn. As the formalities of the duel are discussed, High Blade Drakehorn suggests Rastol Shan act as the duel's judge. Unless any among the party contest, Selfaril consents and the duel commences. If the characters want to suggest another judge, they must succeed at a DC 20 Charisma (Persuasion) check. This check is made with disadvantage if one of their own, or someone else that is obviously biased towards Selfaril wishes to fill this roll. While there are hundreds of people watching, the following notable personalities are among those present and willing to act in this context:

- Rastol Shan
- Sark Toliver
- Zora Rosealine Culkin
- Wylan Burrall
- Rending Talon Groshin Lor

These are just a few examples; feel free to come up with other noble or noteworthy citizens of Mulmaster that the characters may have encountered in the past.

However, five rounds into the fight (feel free to describe the fight blow by blow if you like), Selfaril scores a telling blow against Drakehorn.

Read:

The air is filled with cries of anger and alarm issued from the Banite contingent on the far side of the circle as Jaseen reels from a particularly effective attack from Selfaril. One priest in particular shouts curses and epithets at Selfaril before closing his eyes in concentration, and without warning, a number of his colleagues begin to claw wildly at their face and clothing--falling to the ground and rolling in absolute agony.

Their inhuman wails of pain suddenly stop as their features swell and twist grotesquely. A terrible heartbeat later, something seems to claw its way forth from each of their writhing forms--exploding in a shower of blood and bone.

If the Banite priests can kill Selfaril's companions before he defeats High Blade Drakehorn, no one else will have the temerity to challenge their puppet leader. In their desperation, a rather haughty Banite priest has played a desperate card; he has summoned three **barbed devils**. Once summoned, he and the remaining priests follow the devils into battle, and it becomes an all-out melee with Selfaril as the ultimate target. High Blade Drakehorn issues threats and shouts of anger at the rogue Banite priest, but otherwise does not stop the duel.

The remaining groups loyal to Selfaril move to engage the Banites while Selfaril shouts for the characters to deal with the fiends. So long as three groups remain to deal with the Banites, the party are not engaged by any of the priests. Otherwise, for every group less than three that remains, the pair of **priests** joins the fray and attacks the characters.

If any of the characters attempt to engage High Blade Drakehorn, Selfaril hurriedly reminds them that they are interrupting a sanctioned duel, and their interference threatens his claim should their assistance prove substantial enough to sway the results of the duel. If the adventurers continue to attack the High Blade, three **knights** (members of the Soldiery) break off and attack the characters. If subject to any spell that targets only willing creatures, Selfaril refuses any and all aid and does not benefit from them.

Rastol Shan remains on the sidelines behind High Blade Drakehorn's contingent. He does so to maintain an air of loyalty, both to ensure that he is not drawn into the battle, but also to ensure that should Selfaril fail, his position is not at risk. He assists neither side.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Replace barbed devils with bearded devils, add 1 bearded devil and 2 Banite priests
- **Weak party:** Remove 1 barbed devil, add 2 Banite priests
- **Strong party:** Add 1 bearded devil
- **Very strong party:** Add 1 barbed devil

SPECIAL MISSION: ZHENTARIM

If any of the characters are members of the Zhentarim, read:

As the fiends descend upon your party, other creatures with jagged glaives arrive in clouds of smoke and fire. The fiends immediately descend upon the bystanders with malice. In response, a number of brave souls in livery of black and gold emerge from the crowd and begin to fight the devils in single combat.

Shouts of "Every blade a black blade!" fill the air as the battle begins in earnest. The Black Network has arrived!

This is the chance for Zhentarim characters to accomplish their special mission and demonstrate the willingness of their faction to aid the city and its people.

Implement the following changes:

- Remove 1 of the **devils** summoned by the Banites.
- Add 1 **bearded devil** per Zhentarim character. Each of the bearded devils attacks only one particular Zhentarim character, if that character is reduced to 0 hit points, the devil then attacks the remaining characters

Inform the Zhentarim characters that in order to accomplish their special mission, they must engage in single-combat with a given fiend. Any Zhentarim who does so is successful regardless of whether or not that character is successful in slaying the devil. In order to satisfy this mission, no other characters may deal any damage to that particular devil, and the character must not attack any other foe. Assistance, such as healing or indirect magical assistance is permitted at the DM's discretion.

XP AWARD

If any of the characters are members of the Zhentarim faction and successfully complete their special mission, award each character 100 XP.

DEVELOPMENT

Should the characters prevail against the fiends within 10 rounds of combat, they finish them off just in time to see Selfaril deal a killing blow to Jaseen Drakehorn.

Otherwise, the insurrection comes to an abrupt end as the Banites' distractions allow Drakehorn to prevail, slaying Selfaril—dashing the prospect of a brighter future for Mulmaster.

CONCLUSION

The outcome of the adventure depends primarily upon the victor of the duel.

Selfaril Uoumdolphin Wins. With his victory, Selfaril and Rastol Shan bestow a windfall of riches upon the characters. While Mulmaster remains a city ruled by the rich for the benefit of the rich, the influence of the Church of Bane ends—something that provides at least a modicum of hope to the city's oppressed less-than-prosperous citizens. The Church of Bane, while left intact finds their powerbase in absolute ruin.

Jaseen Drakehorn Wins. If the High Blade wins the duel, the characters and their co-conspirators are branded as traitors to the city, and declared enemies of the city. If they do not escape the city before being captured or go to ground with one of the groups with whom they manage to cut a deal. Rastol Shan was cunning in his machinations, and was not implicated in the attempted coup. High Blade Drakehorn, drunk with glory, issues forth a slew of new edicts that tightens her already white-knuckled grip on the city. Each of the characters receives the story reward "Persona Non Grata".

The Characters Interfere (Selfaril Wins). Selfaril's victory is widely condemned by noble and smallfolk alike. In the months following his rise to High Blade, hundreds perish in response to the numerous riots that follow suit—slain by the City Watch, Soldiery, Cloaks, and Hawks still loyal to Jaseen Drakehorn. Surprisingly, the Church of Bane finds a foothold in the dissent and may be able to once again threaten Selfaril's rule in time.

The Characters Interfere (Drakehorn Wins). Drakehorn's popularity explodes in the light of her victory, despite Selfaril's dishonorable attempts to use outside assistance during the duel. City-wide celebrations are held and thousands convert to worship of Bane. In the following months, the Blades possess hitherto unseen degrees of power and the downtrodden of Mulmaster sink further into oppression. Each of the characters receives the story reward "Persona Non Grata".

REWARDS

Make sure players note their rewards on their adventure logsheets. 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
Knight	700
Veteran	700
Mage	2,300
Rastol Shan, lich	33,000
Selfaril Uoumdolphin	2,300
Troll	1,800
Black Pudding	1,100
Otyugh	1,800
Priest	450
Bearded Devil	700
Barbed Devil	1,800
Jaseen Drakehorn	1,800

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Finding the Respite without aid	200
Rescuing Plod Graveltoe	100
Reaching the High Blade's Respite	100
Recruiting a support faction	200 ea. (max 1,000)
Support group led to circle	100 ea. (max 500)
Demonstrating Zhentarim's bravery	100

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **6,000 experience points**.

TREASURE

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

Consumable magic items should be divided up however the group sees fit. If more than one character is

interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

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

TREASURE AWARDS

Item Name	GP Value
Soldiery Veterans	160
Cask of Luiren Rivengut	200
Gems in troll's lair	250
Urn in otyugh's lair	130
Iron lockbox in otyugh's lair	100
Art objects in the Respite	110
Rastol Shan's reward	2,000
Additional reward	250

POTION OF GREATER HEALING

Potion, rare

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

MORCANT BURL WOOD SPELLBOOK

This spellbook is bound in thin plates of polished, purple hardwood with pages of fine vellum. It contains the following spells:

Cantrips (at will): *frostbite*, *light*, *prestidigitation*, *thunderclap*

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

2nd level (3 slots): *invisibility*, *Maximillian's earthen grasp*, *misty step*

3rd level (3 slots): *fireball*, *haste*, *Melf's minute meteors*

4th level (3 slots): *greater invisibility*, *phantasmal killer*

5th level (1 slot): *dominate person*

THE WALL OF TEETH, +2 SHIELD

Armor (shield), rare

This shield is fashioned of dull, black steel and festooned with hundreds upon hundreds of human teeth. Whenever the wielder of the shield is presented with an opportunity to act in a selfish or malevolent way, the item heightens the wielder's urge to do so. A description of this item can be found in the Dungeon Master's Guide.

PERMANENT MAGIC ITEM DISTRIBUTION

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

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

RENOWN

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

Harper characters earn **one additional renown point** for successfully convincing Rastol Shan to sponsor them or another party into the Cloaks.

Order of the Gauntlet characters earn **one additional renown point** for successfully killing the devils summoned by the Banite priests.

Lords Alliance characters earn **one additional renown point** for successfully installing Selfaril Uoumdolphin as the High Blade of Mulmaster.

Emerald Enclave characters of rank 2 (Summerstrider) or higher who successfully save Plod Graveltoe from the otyugh and earn Selfaril his support earn **one additional renown point** and should note the **completion of a special mission** on their log sheet.

Zhentarim characters of rank 2 (Redknife) or higher who battle one of the bearded devils in single-combat earn **one additional renown points** and should note the **completion of a special mission** on their log sheet.

FAVORS AND ENMITY

The characters have the opportunity to earn the following enmity during the course of play:

Persona Non Grata. The High Blade of Mulmaster has branded you a traitor and a fugitive of the law in City of Danger. During any future encounter taking place within the city of Mulmaster, you have a 1-in-4 chance of attracting the attention of a squad of six Soldiery **knights** that immediately attempts to arrest you. Should you be captured, you are incarcerated and eventually executed.

DM REWARDS

You receive **400 XP**, **100 gp**, and **ten downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

ACTIONS

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

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

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

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

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

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

REACTIONS

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

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

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

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *frostbite, light, prestidigitation, thunderclap*
1st level (4 slots): *ice knife, mage armor, magic missile, shield*
2nd level (3 slots): *invisibility, Maximillian's earthen grasp, misty step*
3rd level (3 slots): *fireball, haste, Melf's minute meteors*
4th level (3 slots): *greater invisibility, phantasmal killer*
5th level (1 slot): *dominate person*

ACTIONS

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

RASTOL SHAN, LICH

Medium undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

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

2nd level (3 slots): *alter self*, *detect thoughts*, *invisibility*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *dimension door*, *greater invisibility*

5th level (3 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

SELFARIL UOUMDOLPHIN

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Deception +6, History +3, Intimidation +6, Persuasion +6

Senses passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

Brave. Selfaril has advantage on saving throws against being frightened.

ACTIONS

Multiattack. Selfaril makes three melee attacks.

+3 Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage if used with two hands to make a melee attack.

BONUS ACTIONS

Second Wind (Recharged after a Short or Long Rest): Selfaril regains 1d10 + 6 hit points.

REACTIONS

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

TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 5 (1,800 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiaction. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

DEEP GNOME (SVIRFNEBLIN)

Small humanoid (gnome), neutral good

Armor Class 15 (chain shirt)

Hit Points 16 (3d6 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Gnomish, Terran, Undercommon

Challenge 1/2 (100 XP)

Stone Camouflage. The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *nondetection* (self only)

1/day each: *blindness/deafness*, *blur*, *disguise self*

ACTIONS

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

Poisoned Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal

to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

OTYUGH

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

BEHOLDER

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Perception +12

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. *Charm Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. *Paralyzing Ray.* The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. *Fear Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. *Slowing Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. *Enervation Ray.* The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. *Telekinetic Ray.* If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. *Sleep Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. *Petrification Ray.* The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

9. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. *Death Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

LEGENDARY ACTIONS

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and

only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

SPECTATOR

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

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

Skills Perception +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 3 (700 XP)

ACTIONS

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

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. *Confusion Ray.* The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. *Paralyzing Ray.* The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. *Fear Ray.* The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. *Wounding Ray.* The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

REACTIONS

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

JASEEN DRAKEHORN, HIGH BLADE OF MULMASTER

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +8, Int +5

Skills Deception +6, Insight +5, Investigation +4, Perception +8, Persuasion +6, Sleight of Hand +7, Stealth +10

Senses passive Perception 18

Languages Common, Elvish

Challenge 7 (2,900 XP)

Assassinate. During her first turn, Jaseen has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Jaseen scores against a surprised creature is a critical hit.

Sneak Attack (1/turn). Jaseen Drakehorn deals an extra 10 (3d6) damage when she 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 that isn't incapacitated and Jaseen does not have disadvantage on the attack roll.

ACTIONS

Multiattack. Jaseen makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 7 (2d6) poison damage.

BANITE PRIEST

Medium humanoid (human), lawful evil

Armor Class 16 (scale armor and shield)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +3

Senses passive Perception 13

Languages Common, Infernal

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd

level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

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

1st level (4 slots): *bane, bless, sanctuary*

2nd level (3 slots): *blindness/deafness, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

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

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

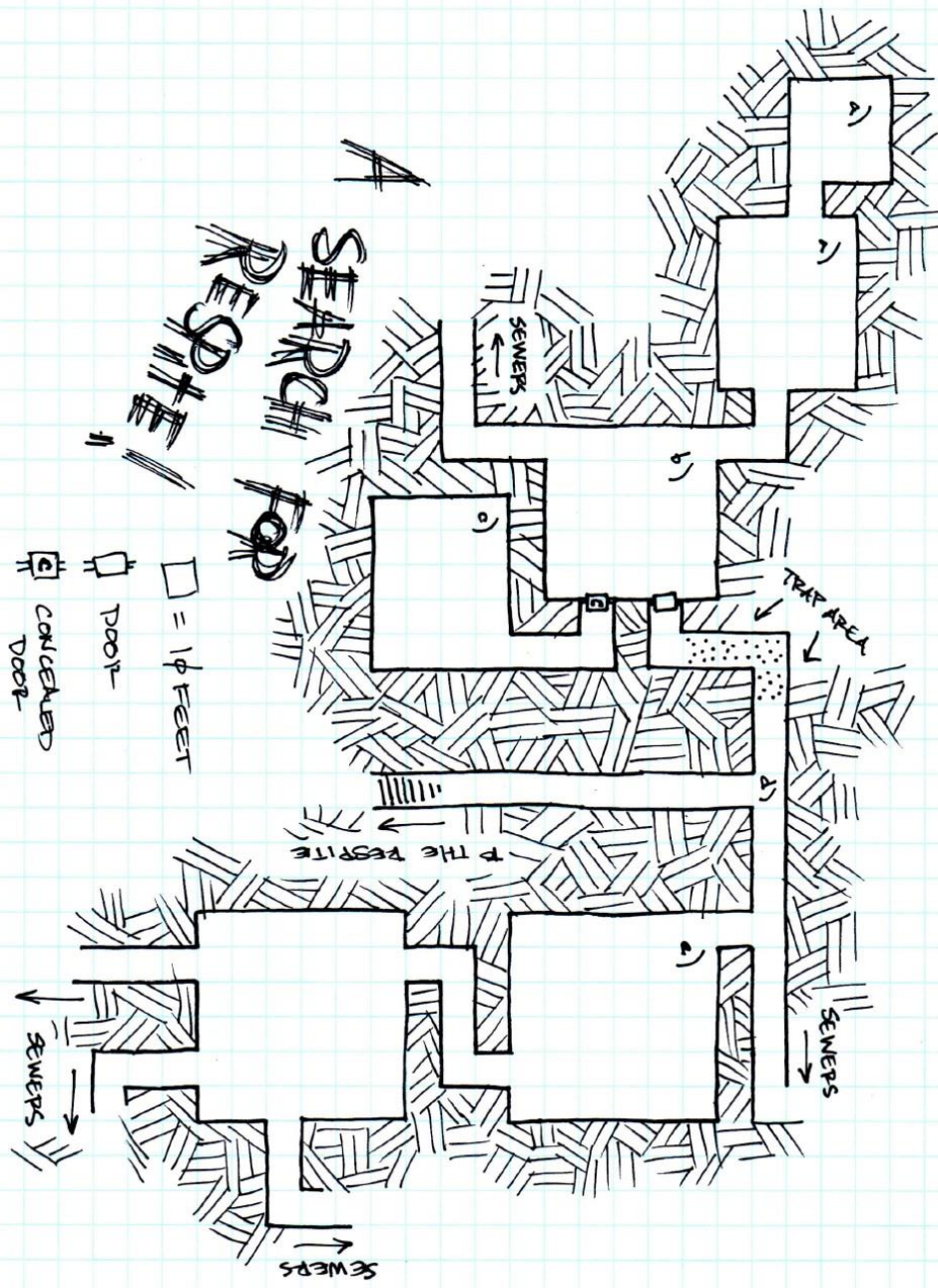
ACTIONS

Multiaction. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

MAP: IN SEARCH OF RESPITE



DM APPENDIX: NPC SUMMARY

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

Senior Cloak Rastol Shan (RASS-stole SHANN). Male human lich. The senior Cloak in Mulmaster. Formerly Thurand Tallwand, the senior Cloak during the reign of Selfaril (and later, Rassendyll) Uoumdolphin. Participated in the imprisonment of Selfaril. Uses magic and a mask to conceal his true identity.

Selfaril Uoumdolphin (SELL-fuh-rill EWE-ohm-dole-fin). Male human. Deposed High Blade of Mulmaster. His twin brother Rassendyll and Fzoul Chembryl conspired to imprison Selfaril in a soulgem. Freed from his imprisonment during the course of this adventure.

Wylan Burrel (WHY-lann BURR-uhl). Male human. Low-ranking member of the Church of Tymora in Mulmaster. Secretly, a high-ranking member of the Cult of the Black Earth. Jovial and friendly in his guise as a cleric of Tymora, he is determined and ferocious when acting in his capacity as a member of the Elemental Cult.

Sark Toliver (TOLL-ih-ver). Male human. Member of the Hawks, but secretly forced to work for the Cult of the Black Earth. His shaved head and gaunt, bare face make determining his age difficult, but his eyes are hard. His soft-voiced commands usually get instant compliance without resorting to threats.

The Mulmaster Beholder Corps: Xorack, Xamott, and Xanshin (ZORE-ak, ZAMM-ott, ZANN-shinn). The sole remaining beholder members of the Corps.

High Blade Jaseen Drakehorn (juh-SEEN). Female human. Current High Blade of Mulmaster and devout worshipper of Bane.

RESULTS CODE: JULY-AUGUST 2015

If you are DMing this adventure during the months of July or August 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

