



ADVENTURERS LEAGUE™

BREATH OF THE YELLOW ROSE

The monks of the Monastery of the Yellow Rose have long cloistered themselves in their home atop the Earthspur Mountains, practicing their strange lifestyle which is rumored to give them longevity. Now, their dietary restrictions and practices of breath control have become the fashion amongst the well-to-do of Mulmaster. But when a few of these lay practitioners start dropping dead from suffocation and starvation, others start to question the validity of the monks' claims. Is this simply a deadly ignorance, or is there a fell wind blowing through the rich and powerful of Mulmaster?

Adventure Code: DDEX2-6

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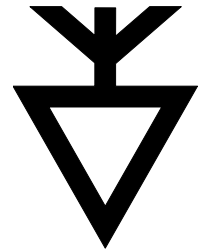
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INTRODUCTION

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

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

The adventure is set in the Moonsea region of the Forgotten Realms, in the city of Mulmaster.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers](#)

[League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the Player's Handbook™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is

responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

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

This adventure is **optimized for a party of five 3rd-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

DETERMINING PARTY STRENGTH

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

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

DUNGEON MASTERING THE ADVENTURE

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

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

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

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

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

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

DOWNTIME AND LIFESTYLE

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

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

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

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

spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

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

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

SPELLCASTING SERVICES

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

ACOLYTE BACKGROUND

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

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

CHARACTER DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

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

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

DEATH

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

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

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

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

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a raise dead spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is not available.

ADVENTURE BACKGROUND

The Monastery of the Yellow Rose, home to the disciples of Saint Sollars the Twice Martyred, is well-known as a repository of genealogies, lore on the Bloodstone Lands and Ilmater art. Underneath the leadership of the Grandmaster of Flowers, the monks have recently delved further into new studies that combine the austere practices of their order with their beliefs of endurance, suffering and perseverance. This new philosophy, called the Yellow Breath, involves controlled breathing, fasting, and meditation.

The philosophy of Yellow Breath has come to Mulmaster, sensationalized by Zor Thylius Caramitru, a noble who claims to have studied at the Monastery itself. Thylius has returned with a monk from the Monastery and opened a chapter house where they preach its philosophies to the rich and powerful of Mulmaster. The popularity is approaching a craze among the aristocracy's young.

At the same time, Mulmaster is aflame with chaotic passions, made worse by the recent influx of refugees from Phlan. Recently restored to life, Knight Aleyd Bural has become their hero. She strives to rally aid to her cause and summon enough strength to free the town of Phlan from the Maimed Virulence, the green dragon that now lairs there.

OVERVIEW

The adventure begins with the characters having been invited to a party by Aleyd Bural. The nobles and Blades of the city gather and the Knight hopes to use the opportunity to gain allies for Phlan. Toward that end she asks the characters to attend and aid her in swaying the city's powerful to help the refugees.

In Part One, the characters witness Thylius Caramitru and Riasa Yegorovna championing the new philosophy of the Yellow Breath. He is charismatic and popular, and his words are attracting fervor. While Thylius gathers a crowd, the characters are approached by Zor Garwyl Gos who's family controls the large forging concern in Mulmaster (previous encountered by some characters in DDEX2-5 Flames of Kythorn). His sister Liticia has disappeared and if the characters manage to find her and bring her home, he promises to apply all of his family's influence on behalf of the refugees.

The characters begin their investigations in Part Two. The search determines that Liticia was last seen in the

company of those who had joined the fad, but the characters learn little about the Yellow Breath itself and those that practice its philosophies. Rumors of its teachers are plenty, but it seems nearly impossible to meet them directly. Only those who join its followers may enter the chapter house and partake of its rites.

Their investigations draw the attention of Thylius who would silence such inquiries in Part Three. He summons and deploys a group of dust mephits to eliminate the characters. This part actually occurs during the investigation (Part Two).

In Part Four, which makes up the majority of the adventure, the characters manage to locate and explore the Chapter House. The characters come into conflict with the tutors and devotees of the Yellow Breath, who would use the philosophy to benefit themselves. If successful, the characters may manage to rescue Liticia and Ovon, a monk of the Monastery of the Yellow Rose who has been held captive and forced to impart knowledge of the Yellow Breath.

ADVENTURE HOOKS

The reason that the characters might be attending the party will likely vary. Use an appropriate hook for each character to draw them into the story.

HERO OF PHLAN

This hook is appropriate for those characters that have played through some parts of the Tyranny of Dragons storyline and have made connections with the people of Phlan or have Backgrounds originating in Phlan.

Zora Rosealine Culkin (DDEX2-2 Embers of Elmwood), impressed by the actions of adventuring heroes in the past has decided to host a fete in honor of the deceased Lord Protector of Phlan. She is assisted in this by Astriq Saj, a wealthy merchant (DDEX2-1 City of Danger) as her property is currently being restored (events in DDEX2-2 Embers of Elmwood) Phlan's government in exile hopes to sway as many of the Mulman nobles to their cause and raise a force capable of ousting Vorgansharax, the green dragon that currently rules the city as a tyrant. In turn, Knight Aleyd Bural has gathered as many of Phlan's heroes as possible that they might tell their stories to the interested nobles of Mulmaster. Aleyd is not concerned about whether the characters are suave or refined, for any hero can tell an exciting tale; indeed the jaded nobility of the City of Danger are more than happy to marvel at the coarsest of curiosities.

BREATH OF THE YELLOW ROSE

EMBERS OF ELMWOOD RESULTS

While we are fairly hopeful that Zora Rosealine Culkin survives the events in DDEX2-2 *Embers of Elmwood* that is not certain, nor is the survival of her home. Therefore she is teamed up with Astriq Saj, the wealthy merchant from DDEX2-1 *City of Danger* (whose survival is not in question). Zora Culkin has the connections while Astriq has the intact residence.

If your group of characters has played DDEX2-2 *Embers of Elmwood* and successfully saved both Zora Culkin along with her residence, then the party can occur at Zora Culkin's residence. If Zora Culkin died during the adventure then Astriq and Count Blazen Stoe (also from DDEX2-1 *City of Danger*) are hosting the party.

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

Members of the Order of the Gauntlet are contacted by the brash Zern Xerkstil, the Hammer of Impiltur (male half-orc paladin). A drug called Silkroot has been seen in Mulmaster though it was originally native to Akanul. The stimulant induces euphoria and repeated use eventually causes the death of addicts by eating through the stomach. It is a blight and curse that must be stamped out. The character must locate the source of the Silkroot.

Success Condition: Find proof of the source of the Silkroot in Mulmaster. The Order wants to garner allies with the Watch, so just find proof so the Order can inform the Watch and allow them to arrest the guilty party.

FACTION ASSIGNMENT: LORDS' ALLIANCE

Members of the Lords' Alliance receive a package from Dornal Whitebeard (male dwarf fighter/rogue), their faction contact. The package contains fine Mulmasterite clothes, tailored to the character's measurements, a set of quality leather boots, and an invitation to a party at Zora Rosealine Culkin's manor. A small handwritten note reads See you soon. Zora Culkin is known to be a member of the Lords' Alliance.

Once the character arrives at the party, Dornal pulls the character aside and offers an additional assignment. The Alliance has been making overtures to Zor Serge Affapanov, who is currently in Damara on business. Rumors are that Zor Affapanov is one of the top contenders to become one of the Blades when the next vote is held. Affapanov's daughter Ayre has disappeared. Dornal wants the character to locate Ayre before her father returns in three days, so the Lords' Alliance can claim credit for her safe return.

Success Condition: Capture/rescue Ayre alive within three days.

HIRE HELP

Characters that have no connection to Phlan, the Order of the Gauntlet, or the Lords' Alliance could instead have been hired on as additional security, cooks, or performers as suits their background. These characters have signed up for a great meal and the chance to see how the rich of Mulmaster live.

Characters that participated in DDEX2-1 *City of Danger* have been previously hired by Astriq Saj in a similar capacity.

ONE OF THE GUESTS

Characters with the noble background, or the Position of Privilege or False Identity (Noble) background feature receive invitations on the strength of their position alone. All the rich and powerful are welcome.

ADVENTURE INTRODUCTION

As the characters begin the adventure, it is ten bells in the evening on the 2nd of Flamerule. Those characters that are there as hired help are going about their job and the rest are milling about as guests.

With the fall of night, the heat of the Flamerule day has given way to a pleasant breeze. In the gardens of Astriq Saj's (or of Culkin) manor, magical lights and sweet music dance among the trees and secluded paths for the enjoyment of her guests. Tables of scrumptious hors d'oeuvres and extravagant desserts are laid out on tables; freshly replaced by staff as quickly as they are consumed. Affluent guests, scandalously attired in the latest fashions celebrate raucously.

Two groups stand out from the other guests. One is dressed all in black and stands apart, observing the crowd rather than participating. The second is gathered around a handsome man and a particularly thin human woman who are talking animatedly.

The characters may enjoy the music, dancing, or food as they see fit and suites their role. If the characters wish to interact with any of the guests, see the appropriate section below. If any of the characters are here on behalf of Knight Aleyd Burrall, see The Phlan Contingent.

GENERAL SOCIALIZING

Summer is short in the northern Moonsea and the wealthy of Mulmaster are making the most of the unseasonably warm weather. Where normally furs and leathers cover, skin and seldom brought out silks decorate the night. Drink, food, and companionship are in ample supply. All of the guests are nobles, Blades, their families or hangers-on. As such, they are all human, the only exception being the characters or a few halflings that are part of the cook staff. The characters can easily speak with any number of guests and gain information from the list below. For every 5 full points gained in a Charisma (Persuasion) check, the character is able to gain one rumor or piece of information. Characters with a Comfortable or Wealthy lifestyle gain advantage on this roll. If a character seeks the answer to a specific question, feel free to use this information to answer it. None of the nobility are sympathetic to the plight of Phlan, but most are interested in mingling with them. It should become clear that only Zor Gos has any interest in helping them.

- An elderly, gluttonous man explains between mouthfuls of cake, "Mulmasterites have motto, 'Take what you can, when you can, because who knows if you'll see tomorrow.' The city could fall apart any minute, and I for one will finish my cake before it does!"
- A pale woman with an ample chest points out the thin woman across the party. "She's one of those Yellow Breath sheep. All about exercising, breathing, smelling things and what not. Life must be grabbed onto wrung dry. Appetite comes from the eating!"
- A plain looking man shakes his head, "Have you heard about Evna Smeethe? The poor girl recently died of suffocation on dry land. How odd?"
- A small nervous man, whose clothing hangs from his frame asks, "I am not surprised Zora Culkin had to cozy up to that upstart Saj in order to afford this after the disaster at Elmwood. Did you hear of that sad tale? All of her lands were lost when the village was mysteriously vaporized." (Events of DDEX2-2 Embers of Elmwood)
- An aristocratic woman, her hair braided atop her head and dripping with jewels points toward the people dressed in black. "Their kind do not belong. The Banites of Phlan, common soldiers. Their Lord Protector was nothing more than Zhent puppet who was a jumped-up tyrant that couldn't hold onto his own throne. Now their new champion is little more than a beggar." (Events of DDEX1-10 Tyranny in Phlan)
- A young man, having misplaced his shirt, jabbars excitedly, "Have you seen all the colors? They are amazing! I have to taste them!" He then runs off, chasing some dancing lights down a garden path. A successful DC 10 Wisdom (Medicine) check notes that the man is under the effects of some drug. A fact he refuses to discuss, even if he was coherent. (The man has taken Silkroot which he was given by another guest that he could not identify, even if he was sober.)
- A young girl stands off to the side trembling. "The lights, they move without torch or lantern. They must be magic. Magic is evil! Don't let a wizard see you, they'll steal your soul."
- A man with high leather boots and a rapier at his side smiles at you. "If we are lucky, someone will cause a fuss and we'll see at least one duel tonight. Noble blood leads to spilled blood."

- A giggling cluster of young women point toward a handsome man standing among some of the more regal looking nobles. One of them gushes, "That's Zor Garwyl Gos. I'm surprised he's here. Did you hear the story about his brother Andrik? Apparently he went mad and set a bunch of fires. The Hawks hushed it up, of course, but the right people hear things." (Events of DDEX2-5 *Flames of Kythorn*)
- One man tells a story about Rassendyll, a long-dead High Blade. It seems that a group of adventurers have found his long-lost sword.

THE PHLAN CONTINGENT

Knight Aleyd Bural, accompanied by two of the Phlan contingent, has come hoping to sway the leaders of Mulmaster to aid Phlan as they memorialize the Lord Protector, but the hero of the Phlan refugees is no silver-tongued politician. She is well out of her depth among the rich and noble. If the characters approach her and you are using the Hero of Phlan hook, or some of the characters are from Phlan or have at least adventured there, she greets them.

The stern-looking woman, blonde hair framed in grey, turns at your approach. She moves awkwardly, like she is unused to an evening without armor.

"I am pleased you could join us. This is my aide, Guard Sergeant Hurn," she says gesturing to a dwarven man in the uniform of the Black Fist. Pointing towards a red-haired elven woman in a black robe, "And this is Aya Glenmiir, my advisor." The two nod in your direction.

"Now that you are here, I implore you to do what you can to convince these people to aid us. Our people suffer in exile and who knows what remains of those we were forced to leave behind. We must rally the might of Mulmaster."

If the characters are willing, Aleyd directs them toward Zor Garwyl Gos. His family controls most of the forges in Mulmaster and is one of the wealthiest noble families outside of the Blades. If the characters could convince him, it would not only potentially give the refugees access to weapons and armor to retake Phlan, but his support would lend considerable legitimacy to Phlan's efforts. Aleyd herself is a poor negotiator, so she is very hesitant to approach him, or any of the other nobles, directly.

Aleyd can point Zor Gos out to the characters.

If, for some reason, a character inquires about Aya's

hair color, she smiles coyly and replies with "One of the nicer things about Mulmaster is that certain luxuries are more readily available here than Phlan," and runs her fingers through her hair.

ROLEPLAYING KNIGHT ALEYD BURRAL

Knight Aleyd Bural is a formidable warrior with a keen mind, but the soft-heart she hides under a stern frown has kept her from advancing further in the Knights of the Black Fist. In her late 40s with grey-streaked blonde hair, she has decided that doing her job well and protecting Phlan is perhaps more important than advancement. She does not suffer fools and counts adventurers among the most foolish of all. Aleyd was encountered in DDEX1-3 *Shadows over the Moonsea* where she was looking for help investigating a mystery and protecting the city. She was also seen in DDEX1-6 *The Scroll Thief* where she hired the characters to look into a series of thefts. In DDEX1-10 *Tyranny in Phlan*, she was killed in the ultimately futile attempt to free the Lord Protector. Her body was recovered and raised by her brother, Lord Priest Wylan Bural, a cleric of Tymora. Since then, her noble sacrifice has elevated her to leader of the Phlan refugees in Mulmaster. She spends all of her time plotting to retake her home town.

ROLEPLAYING AYA GLENMIIR

Aya is a female elf of about 300 years. She has long, pale-blond hair and radiant green eyes, along with a bit of an ego. She's well aware of the allure and mystery that her racial heritage evokes, and has no reservations against capitalizing on it. She is quick with a coy smile and a twist of the hair if it gets her what she wants. But despite this, she is quite brilliant, especially when the Weave is discussed. Aya was encountered in DDEX1-6 *The Scroll Thief*, when she was robbed and the characters investigated. She was also encountered in DDEX1-10 *Tyranny in Phlan* when she aided the refugees in their escape.

ROLEPLAYING GUARD SERGEANT HURN

Guard Sergeant Hurn is old and before the fall of Phlan was just riding out the last couple years he had left before he could retire. While not as corrupt as your average guardsman, Hurn would definitely not turn away a bribe. He is, for the most part, ineffective. He was last encountered in DDEX1-2 *Secrets of Sokol Keep*.

THE FAD

In the center of attention Thylus Caramitru and one of his students, Riasa Yegorovna, daughter of Blade Pankin Yegorovna, are speaking to a crowd about the latest fad: the philosophy of the Yellow Breath.

A handsome man addresses a circle of nobles that hang on his every word. "It is true. The techniques I have brought back from the Monastery are nothing short of amazing. Of course only the most disciplined of noble minds can master the techniques. It's not for the common people. Just look at Riasa and see how far she has come."

The thin woman smiles with a bright, almost frantic light shining in her eyes, "It's true. I have almost mastered the technique. Soon I will be able to subsist without ever eating!"

The man shakes the hands of several those gathered around him. "If you'll excuse me gentleman, I have another appointment. It was so good to see you all. I will leave Riasa to tell you the rest of the story." Waving to the crowd, the man walks towards the manor house.

If the characters join the conversation, use the following to answer questions of those who interact with her:

- She is Riasa Yegorovna, daughter of Blade Pankin Yegorovna. Her father owns several trading vessels in addition to his position in the government.
- For the last month she has been receiving lessons from Thylius Caramitru on a philosophy called the Yellow Breath which he brought back after studying at the Monastery of the Yellow Rose. It is a meditative technique that allows the practitioner to hold their breath for extremely long periods. Those that master it are able to give up eating and survive on the smell of food alone.
- The Yellow Breath also teaches certain stretching and martial techniques that open up the lungs and diaphragm. She leans toward some of the gathered females and says that not only has she never been thinner, but her singing voice has improved. Everyone should try it!
- She received her lessons at the Tower of the Blades. As a child of one of the city's rulers, her movements are somewhat limited.
- She knows that Thylius was planning on opening a school to teach more of the right people (noble families). She does not know if the land has been purchased or if the school has been opened yet.
- None of the other nobles know anything about what Riasa and Thylius have just told them, but they believe that the Yellow Breath is all the rage and many are interested in trying it.

- The Caramitru family is involved in the tax collecting bureaucracy of the city. While noble and wealthy, they are not especially well-placed. Their home is somewhere near Southroad Keep, but she cannot give a specific address.
- All of the nobles in the crowd are unsympathetic to the refugees of the Phlan, but are interested in entertaining stories.
- A successful DC 10 Wisdom (Medicine) check suggests that Riasa's thin frame, lack of focus, and clumsiness are all indicative of severe starvation.
- A successful DC 10 Wisdom (Insight) reveals that Riasa is utterly devoted to Thylius and does not believe anything bad about him or the Yellow Breath. She is becoming a fanatic.
- She assures anyone that mentions rumors of starving or suffocation practitioners of Yellow Breath are scandalous lies meant to undermine the good the philosophy could do.

ROLEPLAYING RIASA YEGOROVNA

Riasa (human) is a very thin human girl of roughly twenty winters. She is easily excitable, but seems a little unfocused. She is easily distracted and her attention easily drifts. She is prone to smelling things, and is also a little clumsy, though stronger than she looks.

ROLEPLAYING THYLIUS CARAMITRU

Thylius (human) is the son of Julios and Korona Caramitru, a dour couple of a minor noble family that is tied to the city bureaucracy. He is extremely charismatic and handsome, and thrives on manipulating others to do his bidding. A dilettante, he has studied a little of everything, but herbalism is a favorite subject. Like his father, he has inherited certain mental abilities that he has decided to turn to his benefit.

DEVELOPMENTS

If the characters try to stop Thylius, he tells them he is in a rush and tries to walk around them. If they persist, he suggests they are being rude, and causing a scene. As a noble, they cannot impede him and if they continue to cause a scene, Aleyd intervenes hoping to win the favor of another noble.

Note that Thylius is wearing a ring of mind shielding and is protected from most abilities that would read his mind or detect his alignment.

If the characters persist in following him, he enters the Tower of Blades where they cannot follow.

Once the characters have had sufficient time to speak with the attendees of the party or they seek out Zor

Garwyl Gos, move to Part One.

PART 1: PLEAS

The party is in full swing when Zor Garwyl agrees to speak with the characters. He is concerned about the fate of his sister, especially in light of his brother Andrik's scandal (DDEX2-5 Flames of Kythorn). He cannot afford for whatever has happened to her to become another public shame or a tool that political rivals could use against his family. He needs discrete aid.

Those with a passive Insight of 14 or higher note that he is troubled, but trying to hide it.

Zor Garwyl Gos strikes a regal figure, dressed well but not ostentatiously. Behind a well-kept dark hair and beard, his piercing eyes seem to take your measure in the brief moment as he reaches out his hand toward you.

"It is good to meet you, friend. How may I be of service to you?"

Garwyl is searching for a friendly face. He is initially guarded, but if the characters seek his aid for the refugees of Phlan, are looking for the source of Silkroot or the whereabouts of Ayre Affapanov, or simply wish to ingratiate themselves to him, he sees an opportunity.

"I have a problem, that you might be able to assist me with. If you complete this task for me, I will be quite grateful and could intercede with my father on your behalf. However, if you are interested in this opportunity, you will be on your own. I cannot involve the Watch or the Hawks. It is a sensitive investigation, but should not force you run afoul of the law, though you will have to keep this between us. As they say, a fly cannot enter a closed mouth. What do you say?"

Given the sensitive nature of the situation, Garwyl is unwilling to offer any more information until the characters take the job. He offers to publically support the refugees of Phlan and offers to pay the group 250gp. If asked, he admits that it's possible that Silkroot or Zora Ayre Affapanov's disappearance may be related, but he cannot be certain. He does not negotiate the price. He can hire mercenaries for less and is only considering the characters due to their convenient presence at the party. Should anyone attempt to intimidate him, Garwyl calmly points out that he could have the character killed for far less than he's paying them and given his stature, it wouldn't even be illegal.

ROLEPLAYING GARWYL GOS

Garwyl (human) is realistic but ruthless. He is focused on his family's success and has little time for distractions. He runs the family business for his elderly father, Lord Ninyon Gos, and part of that requires managing the family image. Unfortunately, his brother was recently involved in a large scandal (*DDEX2-5 Flames of Kythorn*) and now his headstrong sister has disappeared. He fears she has gotten mixed up in something beyond her control and if it is embarrassing, it will further imperil the family's standing among the nobility. Because of this, he cannot afford to involve the Hawks or City Watch. Both organizations are likely to leak information from their investigation to his rivals.

Once the characters agree to assist him, he explains everything he knows:

- He runs the family business for his elderly father, Lord Ninyon Gos, and part of that requires managing the family image. Unfortunately, his brother was recently involved in a large scandal and now his headstrong sister Liticia has disappeared. He fears she has gotten mixed up in something beyond her control and if it is embarrassing, it will further imperil the family's standing among the nobility. Because of this, he cannot afford to involve the Hawks or City Watch. Both organizations are likely to leak information from their investigation to his rivals.
- She has been missing for roughly four tendays. She's run off a few times, but she usually turns up after a few days. She is quite rebellious and enjoys upsetting her family.
- She has long black hair and shares a strong family resemblance to Garwyl.
- There have been no threats or demands that suggest a kidnapping.
- In the past, she has dabbled in various fads, including gambling, strange religions, and various intoxicants. If asked, Garwyl is unaware of her ever being involved with Silkroot, but it is possible. She certainly has the resources to afford the rare drug.
- She is frequently in the company of two of her friends, Stefan Rowick and Rahaiel Kakulka. She slummed with the two, neither of which are nobility but were both from wealthy families of guild artisans. They frequented a cafe called the Wicked Tart, across from the High House of Hurting, the temple of Loviatar. He suggests the Wicked Tart be the characters first stop if they do not have other ideas.
- He requests the characters locate Liticia and bring her back to his manor alive; using any means they

deem appropriate to force her return. Due to the sensitive nature of the situation, he is not be able to offer them any aid or acknowledge their efforts on his behalf should they get into trouble. They will not be able to seek any aid from the City Watch, the Hawks, or the Cloaks. Should they choose to work outside the law or run afoul of any of the nobility, there can be no witness to their actions. If they are captured, he disavows them.

- They should not worry about any revenge by Liticia, he is confident that he can handle her once she is found.
- If they are nervous about how dangerous the job sounds, he suggests they either not break the law, or failing that, don't get caught.
- He does not know anything about the Yellow Breath and those involved in it. It seems to be yet another fad attracting the young of rich families.

It is late in the evening when the party ends, so the characters may seek lodging for the evening or begin their investigations. When they do so, proceed to Part Two.

PART 2: INQUIRY

Once the characters have finished at the party, they are free to investigate as they choose. If the group attempts to visit Thylus' Family or Usilie Rostik's Smoke Shoppe, run Part Three first and then return here.

The characters can proceed through as many of these brief encounters in any order as necessary for them to discover the location of the Chapter House and that is likely where Liticia went. Each encounter takes approximately one hour with the exception of Gathering Information, whose time varies. This is solely to aid the DM in determining the time of day when the characters arrive at the Chapter House. There is no specific time limit to their investigation unless one of the characters is a member of the Lords' Alliance.

GATHERING INFORMATION

It is likely that some characters may simply want to ask around the city and locate some general information. For each topic they research, it takes them 1d4 hours and costs 1d6 gp in bribes and drinks after which time they make a Charisma (Persuasion) check. The result determines what information the character receives. The results are cumulative.

Characters with the following background features make these checks with advantage: Criminal Contact (Silkroot only), Rustic Hospitality (Silkroot and Yellow Breath only), Guild Membership, Position of Privilege (the Nobles only), City Secrets. Also, consider handing out additional information for good role-playing or for bribes of 10gp or more during the course of their investigation.

AYRE AFFAPANOV

- **DC 5.** Zora Ayre Affapanov is the daughter of Lord Serge Affapanov whose wife passed two years ago. He deals in gemstones from Damara and the Bloodstone Lands. He is currently not in the city. (The character gets the exact address of the Affapanov home.)
- **DC 10.** Rumor says that Lord Affapanov is likely to become one of the Blades the next time a spot opens up on the council. He has been working hard for it, spending money and collecting favors. He is a very powerful man.
- **DC 20.** Ayre is missing. She was last seen dining at the Wicked Tart in the company of several other noble scions: Elred Korsinchev, Orym Illustriana, and

Liticia Gos.

LITICIA GOS

- **DC 5.** A headstrong, but flighty girl, Zora Gos is sister to Garwyl, the nominal head of the Gos family even if his father still holds the title of Lord, and Andrik, who was involved in a recent scandal. She is known to avidly flit from one fad to another.
- **DC 10.** Rumors say the Gos family is touched by madness. Their ailing father is said to be slipping away from reality, no longer able to always recognize even his closest family. Andrik recently went insane and incited riots and arson.
- **DC 15.** A month ago, like many of the young nobility Liticia started learning about the Yellow Breath, some sort of philosophy centered on breath and fasting. Her closest friends, Stefan Rowick and Rahaiel Kakulska did not follow her into the fad.
- **DC 20.** Liticia is missing. She was last seen dining at the Wicked Tart in the company of several other noble scions: Elred Korsinchev, Orym Illustriana, and Ayre Affapanov.

RIASA YEGOROVNA

- **DC 5.** Riasa Yegorovna is the daughter of Blade Pankin Yegorovna. He is one of the sixteen Blades that serve as the representatives of the nobility in running the city. He is also heavily involved in the shipping trade.
- **DC 10.** Riasa is not an especially strong-willed girl. In social circles, she has been known to follow more charismatic members of the crowd. Rumors say she is in poor health.
- **DC 20.** Recent rumors say that her father in unhappy about her new obsession with some philosophy or cult called the Yellow Breath and after a party at Astriq Saj's (or Zora Culkin's) manor he has sequestered her in the Tower of the Blades, refusing all visitors.

SILKROOT

- **DC 5.** Silkroot is a drug made from the root of plant originally native to Akanul. On the street it is sometimes called Knight's Veil or Silkroot.
- **DC 10.** Silkroot is an addictive stimulate that also causes euphoria. Those whom become addicted suffer stomach ulcers and can bleed to death. Addicts can be weaned by chewing on the leaves of the plant. Given that Akanul and the rest of Returned Abeir are

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no longer on Toril, the plant is now very rare, but it is still cultivated by some nefarious sellers.

- **DC 15.** Silkroot is not generally found in the Moonsea, either as a plant or as a drug. It would take a special skill to grow or refine it in this region.
- **DC 20.** Someone is definitely dealing in the drug in Mulmaster, and the cost is exorbitant. Rumors say it costs several hundred gold pieces per dose. Not something common addicts could afford. None of the Mulman criminal gangs are selling it and they have put the word out that there will be repercussions for anyone trespassing on their turf.

THYLIUS CARAMITRU

- **DC 5.** Thylius is the son of Julios and Korana Caramitru. The Caramitru family is involved in the tax collecting bureaucracy of the city. While noble and wealthy, they are not especially well-placed. Their home is near Southroad Keep. (The character gets the exact address of the Caramitru home.)
- **DC 10.** Thylius has been teaching others, all wealthy members of the aristocracy, about the Yellow Breath. He claims to have learned it during his visit to the Monastery of the Yellow Rose.
- **DC 15.** Over the last month, Thylius has been seen twice with a monk of the Monastery of the Yellow Rose whom he introduced as Ovon. No one knows where the supposed monk is staying in the city.
- **DC 20.** Rumor has it that several months ago, before leaving the city on some sort of trip, Thylius was shopping around for property somewhere on the edges of the city.

YELLOW BREATH

- **DC 5.** The Yellow Breath is some sort of fad. It seems to be quite popular among the young rich and elite.
- **DC 10.** The Yellow Breath is being championed in Mulmaster by Thylius Caramitru and a monk from the Monastery of the Yellow Rose known as Ovon. Ovon is a skinny human with a shaved head.
- **DC 15.** From what the stories say, the Yellow Breath requires its practitioners to practice meditation, breath control, fasting and some basic exercises. It is said that its devotees believe that someone who masters the philosophy can achieve the Yellow Breath, a state of enlightenment where the practitioner can survive by inhaling the scent of food alone.

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- **DC 20.** There are rumors that some of those attempting to master the Yellow Breath have died; suffocated or starved to death. Suspiciously, the rumors also say that those that died were the ones who were beginning to have second thoughts.

AYRE'S FAMILY

Speaking with someone at the Affapanov's manor is difficult. Lord Affapanov is not in the city and Ayre's mother passed away two years ago. However, the family's manservant, Verst, answers the door and is willing to speak, if somewhat stiffly, for only a few minutes. He knows the following:

- Zora Affapanov is on vacation. She has gone to the Yellow Breath Chapter House to learn about the new philosophy. Zora Affapanov is a very intelligent and curious woman.
- He does not know where the Chapter House is; only that it is in the city.
- Before being interested in the Yellow Breath, Zora Affapanov frequented Usilie Rostik's Smoke Shoppe, where she would discuss politics and literature with the gentlemen there. Perhaps someone there could tell you more?

RIASA YEGOROVNA

It's possible that given they have already met her and she clearly knows something about the Yellow Breath, that characters go in search of Riasa or her family. Unfortunately for the characters, the Yegorovna family is well ensconced in the Tower of Blades and Blade Yegorovna has ordered that no visitors be permitted. Three hundred soldiers and thirty Cloaks (along with their powerful wards) prevent any entrance to the Tower. Messages sent to the family also go unanswered, as the Blade wishes the whole incident involving his daughter and the fad of the Yellow Breath simply to go away. Unfortunately, investigating Riasa is a dead end.

THE WICKED TART

The Wicked Tart is a small cafe across from the High House of Hurting. It has a few tables inside, but most of its seating is outside.

From a distance, it is clear that the Wicked Tart is popular with the young, the wealthy, and the avant-garde. Small tables are spread over an outdoor terrace underneath a large sign that depicts a scantily clad blonde woman holding a tray with a tart upon it in one hand and a cat-o-nine-tails behind her back with the other hand.

THE CAFE

As the characters approach, a human woman in an apron appraises disapprovingly. The waitress, Heila, works nearly every day and has seen adventurers before, which is why for 5 gp; she is willing to answer their questions if they promise to leave without causing any trouble. If they wish to dine, drinks can be had for 3-5 gp each and meals are 5-10 gp. It is very expensive, and the wait staff treats the customers poorly on purpose. It's part of the charm.

She can share the following information.

- She was working two tendays ago when Elred, Orym, Ayre, and Liticia Gos dined here with a bald man in yellow robes.
- Liticia spoke of something called the Yellow Breath, but Heila didn't really hear all of it. As usual, it was a busy day.
- After they paid for their meals, she heard Elred and Orym say they were going to travel with Liticia and the bald man, but Ayre said she would join them later after making a stop at the smoke shop.
- Heila assumes Ayre meant Usilie Rostik's Smoke Shoppe. Ayre was known at the Wicked Tart for smoking a pipe of foul smelling tabac while dining and Rostik's has the most expensive herbs and tabac in the city.

STEFAN ROWICK AND RAHAIEL KAKULSKA

If the characters look about, based on Garwyl's description of them, they can pick Stefan and Rahaiel out of the crowd.

Near a bubbling fountain sit two young humans, giggling and gossiping over a table filled with sweet tarts and tea. A fluffy white cat with colorful wings is perched in the center of the table, eating one of the tarts off of one of their plates.

Stefan and Rahaiel are partaking in one of their favorite pastimes, people watching and making up stories about the people they see. Their stories are elaborate and often

scandalous.

A character that succeeds on a DC 10 Intelligence (Arcana or Nature) check recognizes the winged cat as a tressym. They are common to northern Cormyr, especially around Eveningstar, and are frequently familiars. This one belongs to Rahaiel, who treats it better than most children. She has named it The Good King Snugglewumps. It is not a familiar and behaves like any other pampered cat with no boundaries.

ROLEPLAYING STEFAN AND RAHAIEL

Stefan and Rahaiel (human) are both daughters of extremely successful guild artisans. They love gossiping, telling stories and jumping on to the latest fads, particularly related to fashion or pets. Rahaiel owns a tressym named The Good King Snugglewumps.

When the characters approach them, they are amused by this new distraction. Since gossiping is second nature, they are happy to talk about Liticia.

- Liticia was always trying out the next new fad. Mostly she did it to anger her older brother Garwyl. He's a solemn twit. Always trying to tell Liticia how to live. Not at all like her other brother Andik. He always knew how to live... at least until the scandal.
- About a month ago she got interested in something called the Yellow Breath. Frankly it was too mystical and strange for the Stefan and Rahaiel, but they assume that she was really into it for Thylius Caramitru. He's so handsome. (The character gets the exact address of the Caramitru home.)
- Rumors are that all of the Caramitru family has mental powers, or at least that's how Lord Julios always knows when someone's hiding money from his tax collectors.
- The Yellow Breath devotees practice meditation, breath control, fasting and some basic exercises. Who would ever fast? Going without food? That's for the poor!
- Did you hear about Evna Smeethe? She was an early convert to the Yellow Breath. Also the best at finding the latest fashion! She was really into that whole meditation thing, but she thought monk's robes would be in next season. Sadly she's dead now. I heard she tried to prove that she could hold her breath longer than her father could yell at her. No one can yell longer than her father!

- Her previous fad was buying various herbs from Usilie Rostik's Smoke Shoppe. That was a fun whim, at least while it was still in fashion. Sadly that was so last Mirtul.
- Stefan and Rahaiel can also give all the information of DC 10 or lower for Ayre, Riasa, and Thylius given under Gather Information, above.

Remember, if the party attempts to visit Thylius' Family or Usilie Rostik's Smoke Shoppe, run Part Three and then return here.

THYLIUS' FAMILY

When the party decides to visit the home of Thylius Caramitru's family, they must head towards Southroad Keep and the seat of the city bureaucracy.

The area around Southroad Keep is dominated by the city government. The serious and well-dressed flood the streets between institutional buildings, courts, banks, and nice but functional homes for the functionaries that make the city run. Set back from the road by a high fence, one house is slightly larger than the others. Its dark colors make it look almost foreboding.

When the characters arrive, they need a reason to be let in. Many petitioners arrive seeking Lord Julios' aid with their taxes but he is away at Southroad Keep. Zora Korana is in residence however. After ringing a bell, a servant arrives at the gate and asks their business. A successful DC 10 Charisma (Deception or Persuasion) check is needed to obtain an audience. Characters with the Noble background or those who maintained a Comfortable or higher lifestyle during their last expenditure of downtime make this check with advantage. If successful, the servant deems the characters story important enough for Zora Korana Caramitru to receive them.

The inside of the manor is fine, but austere. Money has not been wasted on ostentatious decoration, but the furniture and accents present are of the finest quality. The servant leads you to a receiving room where an older human woman in a high-necked black gown awaits you. Her grey hair is done up in a bun and she is unadorned with any jewelry. She considers you with a stern look, accentuating her deep frown lines, "I do not recall an appointment. Why have you arrived at my door?"

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ROLEPLAYING ZORA KORANA CARAMITRU

Korana (human) is the wife of Julios Caramitru, a noble who works for the city tax collectors. Unlike their charismatic son, Julios and Korana are quite dour people to the point of being puritanical. Zora Korana has no time for frivolity and those that offer jocularly or try to ply her with flamboyant gifts are quickly shown the door. For unknown reasons Thylus and his father Julios are telepathic and she does not want this secret to come out given the stigma associated with magic in Mulmaster.

If the characters inquire after Thylus, she is cautious, but clearly disapproves.

"So you are more of Thylus' disreputable acquaintances. Does he owe you coin? Or are you one of his silly followers? He is my spawn, and such as he is, I am required to offer him some measure of maternal affection, but the boy must strain even the patience of the Ilmater he claims to have been spending time with. Gods know he has spent enough gold to earn their affection!"

Zora Korana can offer the following details about her son.

- Thylus is often in trouble, relying on his charm and his father's coin to get him out of it. He does not appreciate the hard work that should be required of him; always looking for a short cut.
- Thylus recently undertook on a pilgrimage to visit the monks of Ilmater in the Monastery of the Yellow Rose. Truthfully, she suspects he needed to leave the city for awhile after having antagonized some of the City Watch with one of his wild parties. She does not know the entire story.
- Thylus returned a little over a month ago in the company of a monk named Ovon who stayed at the Caramitru mansion for few days. The two of them later moved to a property that Thylus had purchased before beginning his trip.
- The monk seemed quite enthusiastic to visit Mulmaster. Though Zora Korana thinks he may have been simple in the head. He was always smelling everything. One evening she saw him meditating on the roof of the manor, his legs folded above him as he balanced on one arm. She believes he was holding his breath the entire time.
- Korana can give the characters the address of the property Thylus purchased. It's a bit out of the way, on the edge of the city. It is likely that Thylus and Ovon can be found there.

USILIE ROSTIK'S SMOKE SHOPPE

Usilie Rostik's Smoke Shoppe is located half way between the Gate of Good Fortune (temple of Tymora and casino) and the House Built on Gold (temple of Waukeen and bank), in full view of the Tower of Blades. It is open from eight bells in the morning to six bells in the evening, but is otherwise closed. Should the characters come when it is closed both the front and back doors are locked (breaking in requires a successful DC 20 Dexterity check made with thieves' tools), though there are large windows, made of actual glass that can be easily broken. This encounter assumes the characters come during normal business hours. If not, adjust accordingly.

A large wooden silhouette of a pipe with smoke rising from the bowl hangs over the door. Clearly profitable, large glass windows allow you to see inside where jars of incense, tabac, pipeweed, matches and other wares are displayed.

Behind the counter is bulky man of Rashemi descent with a full black beard and thinning hair, sucking on a pipe. Towards the back of the store, just before a walk-in humidior, three men and woman sit at a table drinking from small cups and passing a hookah between them.

USILIE ROSTIK

The proprietor, Usilie Rostik, is behind the counter when the characters arrive and offers to help them find anything they may need. If they do not appear wealthy, he is especially attentive, assuming they mean to steal from him.

ROLEPLAYING USILIE ROSTIK

Usilie Rostik (human; Deception +5, Insight +3, Perception +3) is a large Mulman of Rashemi descent with dusky skin and a full black beard. He keeps a lit pipe within reach whenever possible. Usilie is very greedy and always looking for some way to make a profit. Primarily that is by selling various smoking related products, even delivering to his many wealthy clients. He prides himself on his very wide selection of imported products. For those he trusts, he also procures even rarer items of an illegal nature; currently Silkroot.

If the characters are shopping, Usilie is more than happy to help them, but as soon as they start asking questions without buying anything, he implies that his answers are not free. He has a wife and seventeen children to feed after all. The cheapest thing in the store is a cup of Chultan coffee for 5 gp.

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- Yes, Thylius does shop here, though he hasn't for some tendays. Like most of his wealthy customers, Thylius has his regular order delivered. And no Usilie does not divulge the order or to where it is delivered. Those customers' details are private. (Though he could eventually be followed there after work if the characters are willing to wait two days.)
- Yes, Ayre was also a customer here. Though often she came to socialize with the Theorists. He gestures to the group arguing in the back.
- No, Liticia nor her friends ever shopped here. A successful DC 15 Wisdom (Insight) reveals that this is a lie, as their Silkroot purchases were illegal he does not admit they were here.
- He knows nothing about the Silkroot in Mulmaster. It's a dangerous drug and should be avoided. A successful DC 15 Wisdom (Insight) reveals that this is a lie; it's illegal and he's not about to admit he sells it to random people who came in off the street.

If the characters cause trouble, he calls for the Watch. Given the neighborhood, they arrive quickly to evict the troublemakers.

THE THEORISTS

Sitting in the back are a group of intellectuals, having an argument as they drink strong Chultan coffee and smoke imported tabac through a water pipe. They are currently discussing whether the acceptance of the Phlan refugees into the city is repeating the mistake of admitting the Zhent refugees a century ago, or does this mark a resurgence of philanthropy and public works along with a fresh work force.

ROLEPLAYING THE THEORISTS

Thibauld, Eugone, Archill and Lucianne (male, male, male and female humans) are all frequent layabouts, living off the wealth of their friends while arrogantly arguing philosophy, literature, art and politics. They are consummate intellectual hedonists who have no true guiding principle.

Speaking with the Theorists is like stepping into a dueling ring. They pounce on any misstep and live to prove they are smarter than anyone they encounter. The fastest way to blunt them however is to buy them another round of coffee, tabac, or other products from the store. A character must either succeed on a DC 10 Intelligence (History) or a DC 15 Charisma (Deception) check to hold

their own long enough to gain information, or spend at least 20 gp buying another round.

- Ayre and her friends Elred and Orym were members of the Theorists. An unofficial club that met regularly at the Shop to discuss philosophy, literature, art and politics. Truthfully they were all a little naive, but were at least willing to pick up the tab to make up for their intellectual weaknesses.
- Ayre was friends with Liticia Gos and through her Thylius Caramitru. Liticia is a vapid girl who latches onto a new trend every few weeks in a desperate attempt to appear relevant. Thylius Caramitru however is different; very smart and incredibly charismatic, to the point of being dangerous. The weak-willed hang on his every word and are willing to do just about anything to please him. Indeed, he has the magnetism of old High Blade Selfaril Uoumdolphin, with twice the ruthlessness. If he had been born to a better family he might even have taken the High Blade seat for himself some day.
- Thylius has bought a property somewhere in the city where he is teaching some new fad called the Yellow Breath. Hokum from some monastery; a palliative for the masses. They do not know where it is, but Usilie surely does. He keeps the address for all his deliveries in a book under the counter.
- If the characters seem appropriately forward-thinking, they hint that Usilie sells things beyond what can be seen in the store; should they want to open their minds. A successful DC 10 Wisdom (Insight) notices that Lucianne looks toward the walk-in humidor while saying this.

THE STORE

There are two useful things the party might find by searching the store.

- Under the counter is a small book in which Usilie has written all of his deliveries and the locations for each. There are deliveries marked for both Ayre and Thylius. The delivery for Ayre is labeled "special incense." The deliveries for Thylius are most regular incenses, spices, tabac, matches, and perfumes, but there are a number of herbs as well. A successful DC 10 Intelligence (Nature) or Wisdom (Medicine) check notes that they are often used in making drugs to sedate patients. The address for both deliveries is the same the Chapter House.

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- A character succeeding on a DC 15 Intelligence (Investigation) check notices a secret compartment in the humidor behind a bin of cigars. Usilie's stock of Silkroot is concealed within, wrapped in oilcloth.

DEVELOPMENT

Order of the Gauntlet Faction Assignment. Finding the Silkroot gives the Order of the Gauntlet enough proof to have Usilie arrested. Members of the Order of the Gauntlet that complete their assignment receive a renown point for doing so.

PART 3. FROM ABOVE

Once the characters have investigated at least one lead after leaving the party (Part One), their investigations draw the attention of Thylus who uses the altar in the Hall of Winds beneath the Chapter House to summon a band of dust mephits which fly to the characters location and attack them.

The hot sun of summer shines down upon the streets of Mulmaster, bringing forth all the smells of humanity. Moving down a crowded you spot a cart on side of the street selling chilled wine. Just as you think things might be looking up, the seller points in your direction and begins screaming!

The wine-seller, a man named Davnya, has seen four **dust mephits** descending on the party from behind. When he starts screaming everyone on the streets moves away, leaving the characters in a relatively open area. Those characters who have a passive Perception equal to or greater than 14 notice several small shadows pass over them and realize they are about to be attacked.

The dust mephits begin by having two of their number use their blinding breath upon the party, trying to catch as many total characters as possible. The third dust mephit casts sleep upon the party, particularly trying to get characters that are not blind. The final dust mephit then engages with a conscious and not blinded foe to prevent them from aiding sleeping allies. The mephits use their spells and blinding breath to limit the number of foes that can attack them while they gang up one or two sighted foes at a time. As they are summoned, they fight to the death and their bodies disappear when slain.

GENERAL FEATURES

Broken Cobblestones. This portion of the street is littered with broken cobblestones. It is considered difficult terrain, but can be moved through at normal speed by succeeding on a DC 10 Dexterity (Acrobatics) check. Failure results in the character slipping and falling prone.

Wine Stall. The wine-seller's stall is draped in large curtains that can be used to hide behind, but do not stop attacks. The curtains could be pushed over on top of an adjacent foe to grapple them. Use the character's Strength (Athletics) with advantage for the initial attack, but subsequent attempts to escape must only oppose a DC 10 unless the character is maintaining the grapple.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove two dust mephits
- **Weak party:** Remove one dust mephit
- **Strong party:** Add two dust mephits
- **Very strong party:** Add three dust mephits

DEVELOPMENTS

While the mephits are not especially powerful, it is possible that between sleep spells and their blinding breath that things could go poorly if the players fail several saving throws. If the characters are in danger of being overwhelmed due to poor luck, the DM is encouraged to have the wine-seller enter the fray and shakes one of the sleeping characters awake.

The characters may take a short or long rest after this encounter. There is no deadline for them to continue their investigation.

PART 4. THE MULMASTER JOB

The Chapter House of the Yellow Breath is an active location with its inhabitants moving about as the day progresses. The location is presented here as a sandbox that responds accordingly to the characters actions. Creatures are listed in those rooms in which they are most likely found, but should the characters attempt to infiltrate during an unusual time (such as the dead of night or during a "meal"), adjust accordingly. Also, should an alarm be raised, each entry describes how the creatures behave.

GETTING IN

The characters eventually need to infiltrate the Chapter House if they hope to locate Liticia. There is no right way to get inside and the DM has to adjudicate the success or failure based on the guidelines given below. Each section mentions what events trigger an alarm.

Asking. It is possible that some naive characters may simply knock on the door and ask to be let in, or ask if Liticia is in residence. If so, the thug from Area 2 moves to the front gate and politely asks what the characters want. If they raise his suspicions, he bars the gate.

He does not unlock the gate for anyone who wants to come in and look around, but admits that Zora Liticia Gos is staying at the Chapter House, but that she has gone into seclusion as she meditates and asked not to be disturbed. He claims that he can take a message to her if the characters wish (DC 10 Bluff, he intends to take the message to Thylius instead). If the characters try to force their way in or threaten him, he raised the alarm. He does not explain any of the tenets of the Yellow Breath philosophy to non-students.

Bluffing. Intelligent players may attempt to bluff their way inside. As above, the thug starts by coming to the gate and speaking with the characters. Those claiming to be workers, delivery men, or city guard are turned away. No one but those who are seeking enlightenment and propose to join the House as a student are considered. If such a person or persons present themselves, the thug asks that character to wait outside while he retrieves Rolo to speak with them. Returning with Rolo (Deception +5, Insight +4, Perception +6), they interview the prospective student. The character must convince Rolo that they are sincere, and potentially a worthy mark for the scam or otherwise valuable for the House to control. Prospective

students who do not appear wealthy (those with a Lifestyle of Modest or lower that are not specifically disguised as wealthy) receive disadvantage on Diplomacy and Deception skill rolls to gain entrance. Characters with the Noble Background receive advantage on these rolls. Use of Intimidation results in Rolo ordering the rude person to leave. If they persist, he raises the alarm. He does not explain any of the tenets of the Yellow Breath philosophy to non-students. If their suspicions are raised, he bars the gate.

Force. It is possible that the characters may just try to force their way inside (causing the alarm to be raised), or resort to force once the alarm has been raised. The majority of the residents fight to defend the Chapter house, with specific details given under their descriptions. It is quite likely that noisy frontal assaults attracts many of the inhabitants of the Chapter House, and rapidly escalate the danger of this encounter. Given the remoteness of the grounds, the Watch does not respond quickly unless there is a large fire or other obvious threat to the city.

Stealth. Some characters may attempt to sneak inside. To do so, the need to get past the locked gate or over the wall (area 1). If they are seen sneaking by any of the residents with the exception of the nobles, they raise the alarm. If they encounter a noble, the noble (Insight +4) asks the character to identify themselves and if they do not come up with a plausible story as to why they are skulking about, the alarm is raised.

DEVELOPMENTS

It is possible that the characters could attack the Chapter House and withdraw to rest. If Thylius is not slain, he hires a new guard for every guard, thug, spy, or feathergale knight slain. If he is slain, everyone leaves.

CHAPTER HOUSE OF THE YELLOW BREATH

Located in a wealthy, residential part of Mulmaster, the Chapter House is a walled mansion set back from the road with a handful of trees partially—but not completely—obscuring the view.

I. GATE AND WALLS

Away from any trees or cover, a stout stone wall rises higher than a tall man. A gate with iron scrollwork over finished timbers offers potential passage to the unseen grounds beyond.

The smooth wall is 10-feet high and made of stone 3-feet thick. It can be climbed with a successful DC 15 Strength (Athletics) check. Attempting to smash the wall raises the alarm. There are no trees or other easily climbable objects near the wall.

A gate sits in the south side of the walls. The locked gate is made of banded timbers, covered in iron scrollwork depicting leafy vines. The lock can be picked with a set of thieves' tools and a successful DC 20 Dexterity check or forced with by those succeeding on DC 20 Strength (Athletics) check. Breaking down the gate raised the alarm.

The gate is normally not barred, but there is a wooden bar leaning against the wall near the door. If the gate is barred, opening the lock does not permit entrance to the grounds. The gate can be forced with a successful DC 20 Strength (Athletics) check; DC 25 if the door is still locked.

2. GARDEN

A sunken garden fills the grounds behind the manor. Rows of fragrant hedges, scented fountains, and a dizzying array of flowers cram the garden, with a flat open area of cedar chips at its center. A small marble building, possibly a decorative shed, is in the northeast corner.

During the day Rolo (a **spy**), three **guards**, and a **thug** patrol the grounds. Rolo frequently spends some of his time working in the garden, or occasionally leading a session for the three **nobles** (area 7) where he has them smell various plants in the garden and meditate on the meaning of those scents.

A successful DC 15 Intelligence (Nature) skill check notes that several of the plants in the garden are commonly used in perfumes, soaps, or incense; though some of them could be used by an herbalist to create a soporific. Creating such a sleeping drug is an involved process sometimes used by the Chapter House to induce "meditative states" in its students.

A decorative, marble shed is off to one side. The locked door leads to the escape tunnel (area 16). Unlocking the door requires a set of thieves' tools and a successful DC 20 Dexterity check.

Alarm. If the alarm is raised, Rolo and the three Guards move towards the disturbance. If the threat is not immediately in sight, the Thug first moves to the front gate to make sure it is secure, bars it, and then moves toward the source of the alarm.

If a combat begins, the three Guards try to pin the intruders in a room or enclosed space, so as to delay their foe's escape until help arrives. All the while, they scream an alarm. Rolo uses his cunning action to dart in and out, using sneak attack enemies surrounded by guards. If the thug is present, he engages the same target as the guards unless there is a spellcaster causing havoc, in which case he changes targets and calls for at least one ally to join him. The thug and guards fight as long as Rolo is present, who runs to his brother Jott (Area 12) if he is on the only one left standing.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the thug and two guards
- **Weak party:** Remove two guards
- **Strong party:** Add one thug and one guard
- **Very strong party:** Add two feathergale knights and remove two guards

DEVELOPMENTS

If the guards or the thug are captured, they can be forced to explain their roll. They serve Thylius Caramitru; the guards because they are converts to the Yellow Breath, the thug because he is paid well. They can give the general layout and descriptions of people on the grounds and manor. They know nothing of the underground areas and thus cannot be forced to speak of them. They do not know where Ovon is.

Rolo does not easily give information, requiring a successful DC 15 Intimidate check or a bribe of 15 gp and his freedom before he talks. Rolo and his brother Jott, work for Thylius Caramitru. They know that Thylius has a monk from the Monastery of the Yellow Rose held captive in the basement of the manor and that is where he gets his techniques. They have even seen the monk Ovon sometimes be let out to teach others (the guards and Liticia) of the Yellow Breath. They do not know how he forces the monk to comply. Thylius is using modifications of the monk's philosophy to woo disaffected nobles and their wayward children, creating a cult of personality. He seeks to become wealthy by deceiving them into giving larger and more extravagant donations to the Chapter House. In the long run, if enough of the nobility are under his sway, he may even be elevated to a Blade of the ruling council.

TREASURE

Rolo has a pouch with 35 gp in it.

3. FOYER

The tall ceilings in the foyer are decorated with a fresco of a sunny sky, a few wispy clouds and a flock of birds breaking up the blue. Doors are to the east and west with both a hallway and a set of stairs to the north.

The front door to the Chapter House is normally unlocked during the day, but is locked at night. Unlocking the door requires a set of thieves' tools and a successful DC 15 Dexterity check. Breaking down the door raises the alarm. A chandelier lights the hallway in the evenings.

The stairs are badly gouged from the **axe beaks** in area 12 using them. A successful DC 15 Intelligence (Nature) check determines that the gouges are from a Large-sized bird's talons.

Alarm. If the alarm has been raised from outside the Chapter House, the front door is locked by the thug from Area 7 when he goes outside to investigate.

4. DINING HALL

Two large tables surrounded by chairs dominate this large, windowed-filled room. Two doors exit to the east with another exiting to the north.

The dining hall is generally empty, except at meal times. For the three main meals of the day, the entirety Chapter House gathers to smell fragrant, mouth-watering dishes prepared onsite. They are also given a thin gruel and water once a day in the mornings which they are permitted to consume.

5. LIBRARY

The door leads into a large library with comfortable chairs scattered throughout, a reading table off to one side, a fireplace, and myriad of shelves along the walls.

At all hours of the day, this room is kept warm despite the summer season, with scented logs burning in the fireplace. The library is frequently empty during the day, though in the evenings it is common for the **nobles**, to find their way here to read.

A quick search through the books and scrolls (DC 10 Intelligence (Investigation)) catalogues the general nature of the library. It includes a wide selection of decadent fiction alongside weighty philosophical tomes mixed in with a few horticultural volumes. A character succeeding in the Investigation check also locates a map that shows the location of the Monastery of the Yellow Rose in

relation to Mulmaster.

On the map there is a box marked with an X in this room. This represents the area taken up by the secret staircase. See area 7 for more details. The various bookcases in the room help disguise it as does the central staircase.

TREASURE

Several of the books are valuable and could be sold for 40 gp in total.

6. KITCHEN

The large, spotless kitchen is fully outfitted with two huge ovens, a fireplace, ample counter space and numerous cabinets. Drying herbs and copper cookware hang from the ceiling.

The kitchen is incredibly well stocked for an order that believes in fasting, partially because not all members of the order are all that devote in their beliefs. Characters searching through the kitchen find most foods available in the Moonsea region, plus an ample supply of rare spices. The kitchen is even equipped with an insulated ice cabinet in which meat is stored.

During the day two servants (Evy and Polla; female humans) spend time preparing the aromatic dishes that the others sniff as part of their meditations. The servants are non-believers and thus eat in the kitchen, out of view of the rest of the Chapter House. In between meals, the servants roam the manor cleaning. The servants do not fight and beg to surrender if attacked.

In the late evenings or when the servants are elsewhere, it is not uncommon for Rolo (**spy**), Jott (**feathergale knight**) or one of the **thugs** to be found here, stealing food.

TREASURE

The spices can be sold for 15 gp.

7. TRAINING HALL

Between large windows, white tapestries edged in gold fringe cover the walls, spouting slogans like "Breathe Deep of Life" or "Still the Winds in Your Mind." A padded mat covers the floor. Doors exit to the west and south. A weapon's rack is next to the western door. A bottle with a swirling smoke inside it is next to the rack on a small table.

This room is used for training the devotees in both meditation and athletic techniques. During the day a **thug** is instructing three **nobles** (Elred, Orym and Ayre; two men and one woman) in basic self defense techniques. As part of the class, the thug suggests these are secret monastic traditions taught to him by the monk in residence, Ovon. During the class, the nobles are not wearing armor (lower their AC by 4 if attacked here), and they have placed their weapons in the rack.

GAS BOMB

As part of their meditations and training, the Nobles are frequently exposed to various gases and forced to hold their breath. The bottle contains a poisonous gas that one of the Nobles uncorks if attacked in this room. The floral scented, oily smoke makes the inhaler drowsy. If smashed or opened, the smoke that fills a 20-ft. cube. Those inside must succeed in a DC 10 Constitution saving throw or gain 2 levels of exhaustion for 1d4+1 rounds. Give the nobles advantage on their saving throws due to their practice of holding their breath.

Alarm. Should the alarm be raised from outside the manor while a class is in session, the thug orders the nobles to retreat to their rooms and prepare to defend the Chapter House. The nobles gather their weapons and run to their rooms upstairs (Areas 8 and 9) and don their armor before returning to the ground floor. The Thug moves to the rear door, locks it, and then does the same for the front door after exiting. He then moves to the source of the alarm.

If the alarm is inside the manor, the thug and nobles gather their weapons and move as a group to the source of the alarm.

The thug fights as long as he is not alone, but is not willing to sacrifice his life for the safety of the manor, or his students. If the thug is defeated, the nobles immediately surrender.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove one thug
- **Weak party:** Remove one thug and add two guards
- **Strong party:** Add one thug and one guard
- **Very strong party:** Add one thug and one spy

DEVELOPMENTS

If captured, the **thug** behaves in a conciliatory manner and can be forced to explain his roll. He serves Thylius Caramitru because he is paid well and can give the general layout and descriptions of people on the grounds and the ground and upper floors of the manor. He knows nothing of the underground areas and thus cannot be forced to speak of them. He does not know where Ovon is.

The nobles are all adult children of noble families in Mulmaster who have begun their training within the last two tendays. They know there is one other student (Liticia Gos), but she is much further along in her study of the Yellow Breath and thus trains with the monk Ovon or Thylius. They have a rough idea of the rest of the staff, but truthfully, being commoners, they haven't paid them much mind. The nobles are shocked and appalled that anyone would assault them or question Thylius and the Yellow Breath. They stress how sorry the characters will be when their parents hear what the party has done. They do not know where Ovon is.

Lords' Alliance Faction Assignment. Ayre Affapanov is the woman the Lords' Alliance characters are looking for. She does not come willingly and has to be restrained if she is to be returned to her father. If captured alive, members of the Lords' Alliance succeed in their assignment.

8. MALE DORMITORY

Bunk beds fill the room. Each has a trunk at the foot of it, with a second under the beds. The room smells of stale sweat.

The two male **nobles** (Elred and Orym), four **thugs**, and three **guards** sleep here at night. The nobles store their armor here when not in use. The trunks are not locked and each is filled with white clothing. Two of the trunks (belonging to two of the thugs) have food hidden in the bottom.

9. FEMALE DORMITORY

Bunk beds fill the room. Each has a trunk at the foot of it, with a second under the beds. A floral-scented candle sits on the locker nearest to the door.

The two servants (Evy and Polla), the two female **nobles** (Ayre and Liticia) sleep here. The trunks are not locked and each is filled with white clothing and a selection of candles, soaps, and incense sticks. Ayre's bed has a small chapbook with yellow pages entitled *The Secret Powers of Breathing*. It describes meditative techniques that center about holding one's breath for inordinate amounts of time.

Liticia spends many nights with Thylius, discussing philosophy with Ovon and thus is not always to be found here at night.

10. ROLO AND JOTT'S ROOM

Two beds and two dressers are in this room, one set on each side. One side is cluttered with stuffed water fowl and feathers, while the other side is dark and tidy.

The door to this room is locked and only the elven brothers Rolo (**spy** from area 2) and Jott (**feathergale knight** from area 12) have keys. Unlocking the door requires a set of thieves' tools and a successful DC 10 Dexterity check. Before entering, a successful DC 15 Wisdom (Perception) check notices a small feather caught between the frame and the door about an inch from the ground. The brothers use this trick to know if anyone has been in their room. If the feather is missing or out of place, the brothers enter the room with weapons drawn.

The side of the room that is occupied by Jott is filled with feathers, stuffed birds, and both tools for taxidermy and animal training. The tools are of high quality, but the stuffed birds are not. It is cluttered and messy, with browns and greens dominating the color scheme. In the dresser, there is a bag of apples, a hardboiled egg, a block of cheese wrapped in oiled paper, and full wineskin.

The side of the room occupied by Rolo is all black. It is clean and everything is perfectly placed. Under the bed there is a fully packed backpack with clothes, rations and general adventurer gear, ready in case the brothers should need to flee quickly. Hidden under the pillow is a dagger. In the dresser there is a sack with strips of dried meat, an apple, a flask of strong whiskey and a pouch with 15 gp.

TREASURE

The dagger, tools and adventuring gear can be sold for 10 gp, in addition to the 15 gp in the pouch.

11. THYLIUS' ROOM

This lavish room has a massive canopy bed, thick rugs on the floor, a chest of drawers, full length mirror, a small table with chairs and a closet. Books, candlesticks, and other signs of wealth are scattered about the room.

Thylius's room is sumptuous and is often used to visit with important students one on one as Thylius further draws them into his thrall. Of late he has been focusing his attentions on Liticia (a **noble**) and she has become utterly devoted to him. He is rarely without the presence of at least one of the **thugs** as a bodyguard.

Hidden in the back of the closet (noticed by anyone succeeding on a DC 15 Intelligence (Investigation) check) is a secret door that leads to a spiral stair inside the walls. The stairs lead down to area 13, allowing Thylius or Liticia to move back and forth without being seen when visiting with Ovon.

Alarm. If the alarm is raised, Thylius reveals the presence of the secret door (which the thug is unaware of) and directs Liticia and the thug to follow him down below to area 13 where they can seek safety behind his griffons below, or potentially flee down the escape tunnel (Area 16).

If attacked directly in his room, Thylius orders the thug to engage enemies while he tries to flee down the secret stairs. If unable to get to the closet, he engages in melee with the thug and Liticia, casting shield when necessary. The thug and Liticia surrender if Thylius is defeated. Thylius fights as long as there is some chance of escape.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove one thug and while present, Liticia (the noble) does not fight
- **Weak party:** Remove one thug
- **Strong party:** Add one spy and one thug
- **Very strong party:** Add two feathergale knights and one thug

DEVELOPMENTS

If Thylius is captured, he tries to negotiate for his release offering his ring of mind shielding. If interrogated, he admits his guilt. He kidnapped Ovon after their arrival in Mulmaster and forced him to teach the Yellow Breath to Thylius and his followers. He had planned to create a cult centered upon himself composed of the scions of various noble families with the eventual goal of using this broad base of support to elect himself a Blade or even High Blade when his followers eventually took over their family's houses. He admits that he has poisoned some of his followers who eventually decided to leave, such as the lamented Evna Smeethe. If Thylius survives, Garwyl is able to see that he gets the punishment he deserves.

Liticia is furious at the characters and alternates between anger at their attack on her beloved Thylius and shock at Thylius' fall. The characters need to restrain her in order to get her back to her family.

ROLEPLAYING LITICIA GOS

Liticia (human) is the daughter of Lord Ninyon Gos and sister to Garwyl and Andrik. She is flighty, naive, and entitled; getting by on her good looks and her family's coin. She loves the greatest, newest thing and believes that newer is always better.

TREASURE

Thylius wears a ring of mind shielding that the characters can claim.

12. AVIARY

This large, open air balcony has a number of cages and perches; most of them inhabited. The sounds and smells of birds are everywhere.

Jott (a **feathergale knight**) trains birds for the Chapter House, as well as raises chickens for their eggs and meat to be used in the inhaling rituals the devotees often undergo. He is here with a **thug**, a **swarm of ravens**, and two **axe beaks**.

Jott is devoted to his birds and sacrifices them only to save himself or his brother, Rolo. Jott does not otherwise surrender as long as his birds are endangered. He is generally found here working with the birds during the daylight hours.

Alarm. If the alarm is raised, Jott sends the thug to find out what is going on while he prepares his birds, following two rounds later. Getting the axe beaks down the stairs is difficult due to their size, but he has done so before and forces them down again.

If a combat occurs on the grounds within sight of the balcony, Jott sends his swarm of ravens to attack an enemy. The ravens do not change targets and stop to feast on a body if they drop the target they are directed against. Jott, the axe beaks, and the thug follow as soon as possible while raising the alarm inside as they go.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove one thug and two axe beaks
- **Weak party:** Remove one thug and one axe beak
- **Strong party:** Add two axe beaks
- **Very strong party:** Add two feathergale knights, remove one thug

DEVELOPMENTS

If captured, the thug behaves in a conciliatory manner and can be forced to explain his roll. He serves Thylius Caramitru because he is paid well and can give the general layout and descriptions of people on the grounds and the ground and upper floors of the manor. He knows nothing of the underground areas and thus cannot be forced to speak of them. He does not know where Ovon is.

Jott does not easily give information, requiring a successful DC 15 Charisma (Intimidate) check or a bribe of 15 gp and his freedom, before he talks. Jott and his brother Rollo, work for Thylius Caramitru. They know that Thylius has monks from the Monastery of the Yellow Rose held captive in the basement of the manor and that is where he gets his techniques. They have even seen the monk, Ovon, sometimes be let out to teach others (the guards and Liticia) of the Yellow Breath. They do not know how he forces the monk to comply. Thylius is using modifications of the monk's philosophy to woo disaffected nobles and their wayward children, creating a cult of personality. He seeks to become wealthy by deceiving them into giving larger and more extravagant donations to the Chapter House. In the long run, if enough of the nobility are under his sway, he may even be elevated to a Blade of the ruling council.

13. CAVE OF TALONS

This large cave is dominated by two tables filled with glassware and bubbling chemicals. A pile of straw is in the northeast corner. Three tunnels exit the cave, a strong wind coming from one of them.

The cave is filled with an alchemy lab that Thylus uses for making drugs and poisons from the various garden plants. It is the mess of a dabbler, with very little documentation or labeling. A character succeeding on a DC 15 Intelligence (Nature) recognizes that someone is using plants (that can be found in the garden, area 2) to make sleeping drugs. It is unclear without testing to determine the success of the current process. A character succeeding on a DC 15 Intelligence (Arcana) notes that some of the methods employed also seem vaguely infused with strange magic. Amidst the bottles is an ornate bottle that is formed to look like it is made of clouds. Inside is a potion of lightning resistance that is a thick blue liquid that smells slightly of ozone. The tables are bolted to the floor in order to prevent tipping.

There are two **griffons** in this room, sleeping on the straw. Having been tamed by Thylus, they guard the room attacking anyone entering who is not with him. There is a set of keys that open the cells in area 14 on a wall-mounted hook behind the griffons.

Alarm. The raising of the alarm above doesn't affect the griffons, though it increases the chance that Thylus and some of his allies are hiding here or in the chapel.

GENERAL FEATURES

Alchemical Substances. The contents of the various unlabeled vials and jars might be imbibed randomly or used as a ranged weapon. If a character tries a random bottle, roll 1d8 and consult the table below.

CHEMICAL EXPOSURE

d8	Effect
1	It tastes like cucumber and smells like pine needles. No effect.
2	The floral scented, oily residue makes the imbiber drowsy. The target must succeed in a DC 10 Constitution saving throw or fall unconscious (as per the <i>sleep</i> spell). If smashed, the oil evaporates into a less potent gas that fills a 10-ft. cube. The target must succeed in a DC 10 Constitution saving throw or gain 2 levels of exhaustion for 1d4+1 rounds.
3	The sweet tasting liquid heals 1d4 points of damage if consumed, but does nothing if used as a grenade weapon.
4	A smoke duplicating the effect of a <i>fog cloud</i> escapes the bottle as soon it is opened or smashed.
5	The bottle contains a foul-smelling strong acid that does 7 (2d6) acid damage if consumed or used successfully as a ranged weapon.
6	An earthy paste thickens the skin of anyone imbibing or splashed with this chemical, giving the target a +1 AC bonus and decreasing their speed by 5 ft. for 1d4+1 rounds.
7	This black liquid is poisonous to anyone consuming or contacting it. The victim must succeed in a DC 10 Constitution saving throw or take 1d3 poison damage at the end of their turn each round for 3 rounds. The victim is entitled a saving throw at the beginning of each of their actions to shake off the effect earlier.
8	A sickly green gas that smells like rotten meat spews from this bottle into a 20-ft. radius cloud that lasts for 1d3 rounds before dissipating. Anyone within the cloud of gas is lightly obscured and must succeed on a DC 10 Constitution saving throw or be poisoned for 1 round.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove one griffon; reduce the remaining griffon's hit points to 45
- **Weak party:** Remove one griffon
- **Strong party or very strong party:** Add one griffon

DEVELOPMENTS

Among the papers on the desk are various confused notes about the Yellow Breath, mixed with ravings about Thylius' plans to corrupt the noble youth of Mulmaster to make himself High Blade. Pictures of a downward pointing arrow are drawn in the margins.

TREASURE

One of the bottles on the table contains a potion of lightning resistance.

14. CELLBLOCK

The southern hallway leads to a cave without an exit. Groups of small cells line three of the walls.

The cell doors are locked but can be unlocked by the keys from area 13 or by characters using a set of thieves' tools and a successful DC 15 Dexterity check.

Most of the cells are empty, but one is currently home to Ovon, a monk from the Monastery of the Yellow Rose. He calmly welcomes the characters and politely asks them if they would release him.

- He has been imprisoned here for over a month, ever since traveling to Mulmaster in the company of Thylius Caramitru who had visited his monastery for a tenday.
- Thylius said that he had come the monastery to learn about the disciples of Saint Sollars the Twice Martyred and their beliefs. At the end of his visit, he offered his family collection of genealogies of the noble houses of Mulmaster, if only a representative of the monastery would retrieve the books. Having struck up a friendship with Thylius during his visit, Ovon volunteered to make the trip.
- Once they arrived in Mulmaster, Thylius invited Ovon to his family's home and later the manor in which the characters now stand. Unfortunately, Thylius imprisoned him almost immediately upon his arrival.
- Since his entrapment, Thylius has been demanding that Ovon teach him and his followers of the Yellow Breath, which he has done. Ovon is a pacifist, so he could do little but comply with Thylius' demands.

DEVELOPMENTS

If the characters rescue Ovon, he thanks them and welcomes them to visit him at the Monastery of the Yellow Rose when they are next in the Area. Of course he is willing to testify to all he witnessed if asked.

ROLEPLAYING OVON

A monk from the Monastery of the Yellow Rose (Ilmater), Ovon (human) has never before seen a large city and is still somewhat bemused by the size and bustle of Mulmaster. He is always calm, naive, does not believe in any form of violence or resistance, and tends to be enigmatic. He never gives a straight answer when a riddle will do.

15. HALL OF WINDS

An altar is the only object in this unlighted, wind-filled chamber. A downward pointing arrow is carved into the wall behind it. A small coffer decorated with images of a violent storm rests upon the altar. The winds swirl, seeming to blow dust from small holes bored into the walls and ceiling.

This simple room appears to be a chapel, though to what or who, it isn't clear. A strange breeze fills the room, magically emanating from the holes in the walls.

Six **dust mephits** has compressed themselves into the holes in the ceiling, waiting for creatures not in the company of Thylius to enter the room. They are hiding; compare the results of a Dexterity (Stealth) check against the passive Perception of the characters. The dust mephits are magically compelled to defend this chamber and fights to the death. They do not chase foes that flee the room, instead returning to one of the holes, out of sight of any ranged attacks.

Alarm. The raising of the alarm above doesn't affect the mephits, though it increases the chance that Thylius and some of his allies are hiding here.

GENERAL FEATURES

Altar. The altar is large enough to grant cover if a creature moves behind it. If checked for, the altar radiates evocation magic due to its creation of the winds that fill the room. A successful DC 15 Intelligence (Arcana) check also notes that the symbols carved into its surface mark it as a focus for summoning elemental creatures. Smashing the altar by doing 15 points of bludgeoning damage ends the wind effect and ruins it as a focus.

Winds. The strong winds created by the presence of the altar come out of the holes in the walls and ceiling. They cause disadvantage on ranged attacks and Wisdom (Perception) checks based on hearing while in this room as long as the altar remains.

ADJUSTING THE ENCOUNTER

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

- **Very Weak party:** Remove four dust mephits
- **Weak party:** Remove two dust mephits
- **Strong party:** Add two dust mephits
- **Very strong party:** Remove all the dust mephits; add one air elemental

TREASURE

The coffer is locked (DC 15 Dexterity), and inside is 250 gp in coins and valuables donated by Thylius' followers, as well as a scroll of misty step.

16. ESCAPE TUNNEL

If the characters enter the tunnel from the gardens:

The marble shed has no floor. Instead a wide tunnel slopes downward into darkness. A strong wind blows from somewhere down below.

The door to the gardens is locked (DC 20 Dexterity) to prevent access from the gardens into the secret basement. It can be unlocked with no roll from the tunnel side.

Hidden Pit Trap. A few steps inside the door, there is a hidden pit trap. There is a hidden switch detectable by characters succeeding on a DC 20 Intelligence (Investigation) check on both sides that activate/deactivate the pit, causing a steel rod to retract or insert itself into the lid so someone who knew about the bypass could traverse the trap safely. The trap itself can be found with a successful DC 15 Intelligence (Investigation) check. It cannot be found from the outside when the door is closed. If not found and deactivated, the first creature to step upon the cover causes it to swing downward and spill the intruder 10 feet onto iron spikes for 2d10 bludgeoning and piercing damage. A characters succeeding on a DC 15 Dexterity saving throw avoids falling into the pit.

If the characters enter the area from the secret staircase in the manor:

This dark, wide tunnel slopes upward toward a small landing and a door in the center of the wall.

This door opens into area 13 in between the griffons' nest and the table of bottles on the map.

CONCLUSION

If the characters recover Liticia alive:

Garwyl pours you a drink, "I am very grateful for all you've done rescuing my sister from the mechanizations of a crazy man. Who can imagine how he ever fell so far? In addition to your reward. I will do everything I can for the refugees of Phlan."

If the characters do not recover Liticia alive:

Garwyl scowls, "I am very grateful for all you tried to do for my sister, but I suppose she was just too far gone. Who can imagine how she ever fell so far? Anyway, I suppose our business is concluded. I must see to the funeral arrangements."

TREASURE

If Liticia is recovered alive, the characters receive a reward of 250gp from Garwyl for recovering Liticia alive.

REWARDS

Make sure 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
Air elemental	1,800
Axe beak	50
Dust mephit	100
Feathergale knight	200
Griffon	450
Guard	25
Noble	25
Spy	200
Swarm of ravens	50
Thug	100
Thylus Caramitru, hurricane	450

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Recovering Licia alive	300

The **minimum** total award for each character participating in this adventure is **900 experience points**. The **maximum** total award for each character participating in this adventure is **1,200 experience points**.

TREASURE

The characters receive the following treasure, divided up 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
Rolo's pouch	35
Books from Area 5	40
Spices from Area 6	15
Gear and coins from Area 10	25
Coffer from Area 15	250
Garwyl's reward	250

RING OF MIND SHIELDING

Ring, uncommon, requires attunement

This plain, silver ring is engraved with the holy symbol of Ilmater, a pair of hands bound cord. A description of this item can be found in the Dungeon Master's Guide.

POTION OF LIGHTNING RESISTANCE

Potion, common

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

SPELL SCROLL: MISTY STEP

Scroll, uncommon

This spell scroll contains a single misty step spell. A description of spell scrolls can be found in the basic rules or 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.

Order of the Gauntlet characters earn **an additional renown point** if they found proof of the source of the Silkroot in Mulmaster and reported it to their faction.

Lords Alliance characters earn **an additional renown point** if they capture/rescue Ayre alive within three days.

DOWNTIME

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

DM REWARDS

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

APPENDIX: MONSTER/NPC STATISTICS

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

AXE BEAK

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

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

DUST MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Terran

Challenge 1/2 (100 XP)

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

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

ACTIONS

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

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

FEATHERGALE KNIGHT

Medium humanoid (human), lawful evil

Armor Class 16 (scale)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

Skills Animal Handling +2, History +2

Senses passive Perception 10

Languages Auran, Common

Challenge 1 (200 XP)

Spellcasting. The knight is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from appendix B):

Cantrips (at will): *gust*,* *light*, *message*, *ray of frost*

1st level (2 slots): *expeditious retreat*, *feather fall*

ACTIONS

Multiattack. The knight makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

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

ACTIONS

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

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 10

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

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

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SWARM OF RAVENS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 24 (7d8 – 7)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	8 (–1)	3 (–4)	12 (+1)	6 (–2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 15

Languages —

Challenge 1/4 (50 XP)

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

ACTIONS

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

THYLIUS CARAMITRU, HURRICANE

Medium humanoid (human), lawful evil

Armor Class 14

Hit Points 33 (6d8 + 6)

Speed 45 ft.

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

Skills Acrobatics +5

Senses passive Perception 11

Languages Auran, Common

Challenge 2 (450 XP)

Spellcasting. The hurricane is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from appendix B):

Cantrips (at will): *blade ward, gust,* light, prestidigitation*

1st level (4 slots): *feather fall, jump, thunderwave*

2nd level (2 slots): *gust of wind*

Unarmored Defense. While the hurricane is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the hurricane is wearing no armor and wielding no shield, its walking speed increases by 15 feet (included in its speed).

ACTIONS

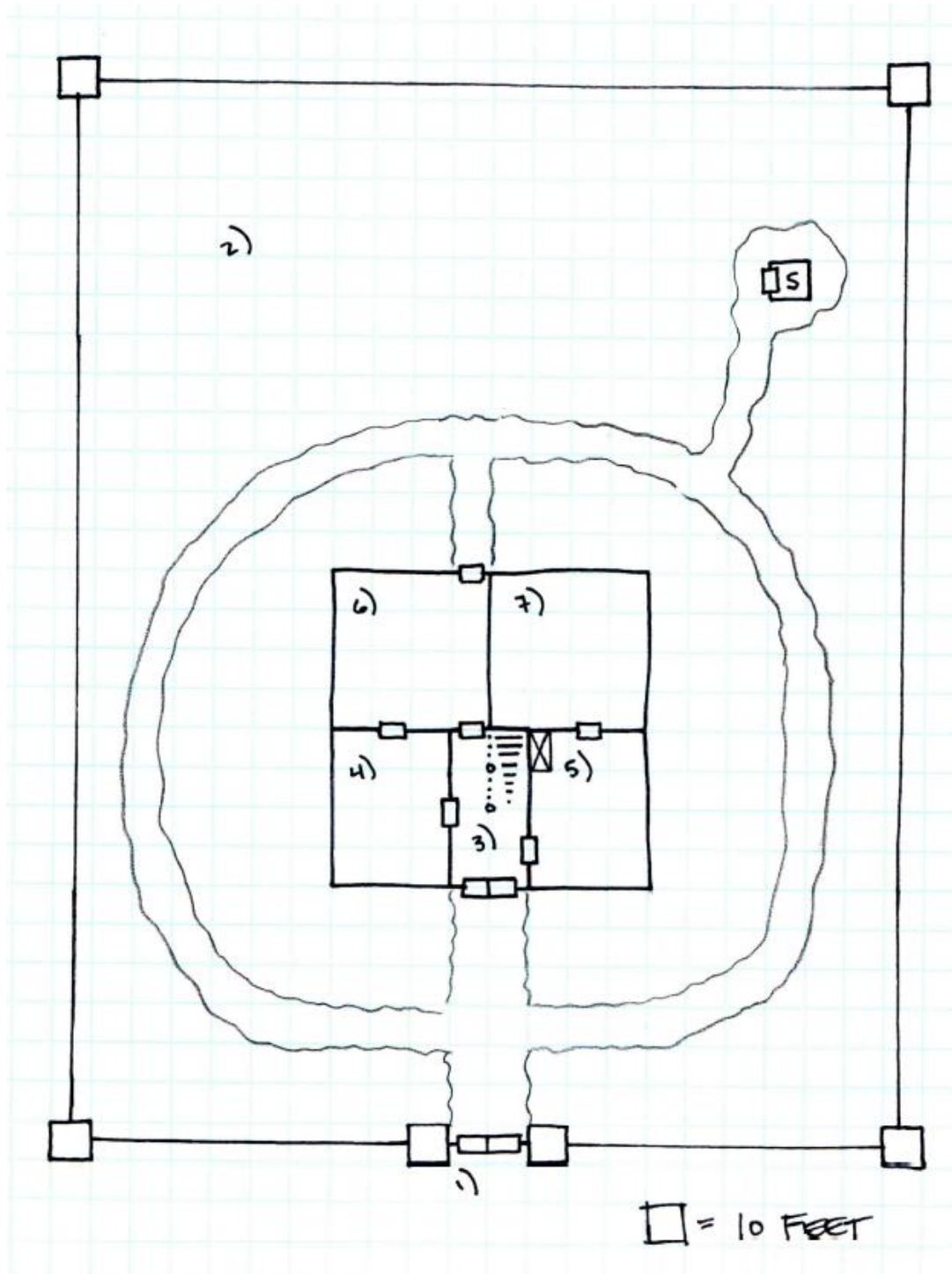
Multiattack. The hurricane makes two melee attacks.

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

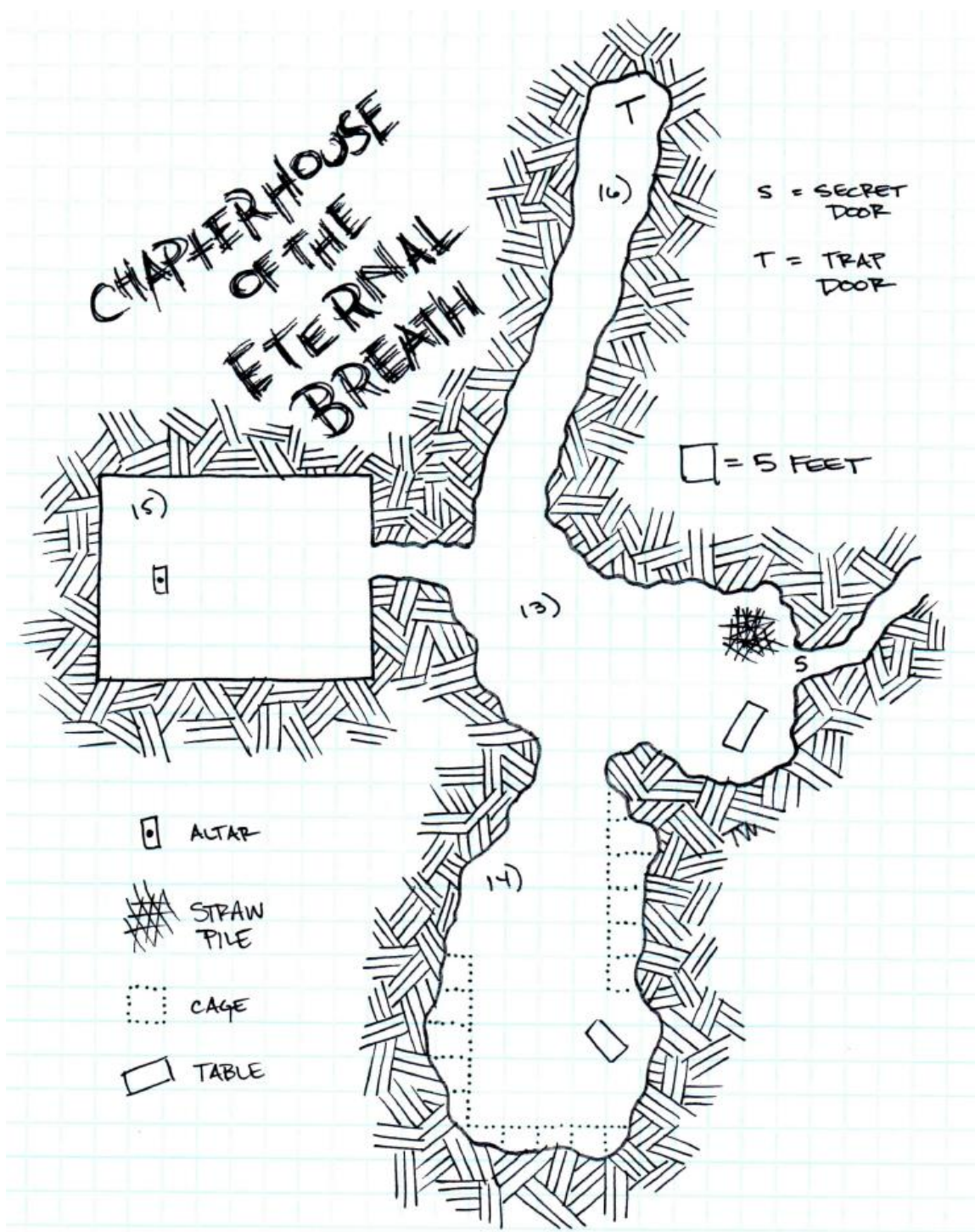
REACTIONS

Deflect Missiles. When the hurricane is hit by a ranged weapon attack, it reduces the damage from the attack by 1d10 + 9. If the damage is reduced to 0, the hurricane can catch the missile if it is small enough to hold in one hand and the hurricane has at least one hand free.

MAP 1: FIRST FLOOR



MAP 3: CHAPTER HOUSE OF THE ETERNAL BREATH



DM APPENDIX: NPC SUMMARY

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

Aleyd Burrel (uh-LAID BURR-ul). Knight of Phlan, female human, brought back to life by her brother a cleric of Tymora in Mulmaster.

Astriq Saj (AW-streak SAH). Female human, wealthy merchant, who wishes to improve her station, co-sponsoring the party with Zora Rosealine Culkin.

Aya Glenmiir (EYE-ah GLEN-meer). Female human from Phlan, arcane scholar and advisor to Aleyd.

Blade Pankin Yegorovna (PAN-kin YAY-gore-OVE-nuh). Male human, one of the Council of Blades (rulers) in Mulmaster, daughter involved in Yellow Breath fad.

Count Blazen Stoe (BLAY-zen STOW). (Only used if the death of Zora Culkin an issue or it is confirmed by campaign staff) noble sponsoring party.

Davnya (dav-NEE-yuh). Male human wineseller who warns characters of the immanent attack of dust mephits.

Elred Korsinchev (EL-red KOR-sin-cheff). Male human young noble involved in Yellow Breath fad.

Evy & Pollo (EE-vee & POE-low). Female human servants in the Chapter House (not believers).

Guard Sgt. Hurn (HERN). Male human, refugee from Phlan, had expected to retire soon.

Helia (HAY-lee-uh). Female human waitress at the Wicked Tart.

Jott (JOTT). Elven male, brother of Rolo, caretaker of the aviary in the Chapter House.

Liticia Gos (li-TEE-shah GOSS). Female human, involved in Yellow Breath fad, the characters are asked to retrieve her.

Zor Julios & Zora Korana Caramitru (SHOO-lee-us & KORE-ann-uh CARE-uh-MEET-roo). Parents of Thylius, he is a noble who works for the cities tax collectors.

Zor Ninyon Gos (NEEN-yun GOSS). Elderly father of Garwyl and Liticia.

Orym Illustrinna (oh-REEM ILL-uh-STREEN-uh). Male human young noble involved in Yellow Breath fad.

Ovon (OH-vun). Imprisoned monk.

Risa Yegorovna (REE-suh YAY-gore-OVE-nuh). Female human daughter of Blade Yegorovna involved in Yellow Breath fad.

Rolo (ROW-low). Elven male second in command at the Chapter House, brother of Jott.

Stefan Rowick & Rahaiel Kakulska (STEF-ahn & RA-high-el KAH-kool-skuh). Pampered daughters of successful guild artisans found in the Wicked Tart with Rahiel's tressym The Good King Snugglewumps.

The Theorists; Thibauld, Eugone, Archill and Lucianne (TI-bald, YOU-hone, ARE-chill, and LOO-see-ann). Male, male, male and female humans) are pseudo-intellectuals that linger in the Smoke Shoppe.

Thylius Caramitru (THIGH-lee-us CARE-uh-MEET-roo). Male human gifted with mental powers and charisma that he is using to gain power and wealth.

Usilie Rostik (YOU-see-lee ROSS-tick). Male human of Rashemi descent proprietor of the Smoke Shoppe and illegal "spices."

Zor Garwyl Gos (GAR-will GOSS). Male human, hires the characters to find his sister Liticia and bring her home even if it is against her will.

Zora Ayre Affaparov (AYE-ree uh-FAP-par-off). Female human, Lord's Alliance characters are asked to rescue her (or capture) within three days.

Zora Rosealine Culkin (ROSE-uh-leen KULL-kin). Female human noble, impressed by the actions of heroes from Phlan she is co-sponsoring the party, since her own manner and grounds need repairs.

RESULTS CODE: APRIL-MAY 2015

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

