



ADVENTURERS LEAGUE™

FLAMES OF KYTHORN

During a summer drought, Mulmaster is threatened by a series of arson attacks. As the populace riots, accusations fly blaming Thayans, residents of the ghettos, rowdy sailors, the refugees from Phlan and dozens of others. Can you solve the mystery before the city burns? An adventure for 1st-4th level characters.

Adventure Code: DDEX2-5

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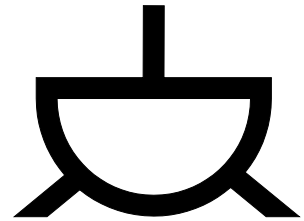
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EXPEDITIONS™

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INTRODUCTION

Welcome to *Flames of Kythorn*, 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 2nd-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 2nd-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

Nobles of Mulmaster recently began to publicly compete in displays of wealth through art, fostering an unexpected art scene in the otherwise serious and practical population of the city. Much of the artwork produced aggrandizes the artists' patrons, either through flattering portrayals or ostentatious expenditures of materials, but some of the artwork has taken on political overtones. The Blades, Mulmaster's ruling council, have grown concerned over these radical works, even as they conspire to collect them before their rivals.

At the same time that the Blades have begun employing the Hawks, devious intelligence-gathering agents of the Soldiery, to stamp out these inflammatory works, a season of oppressive heat and punishing drought has placed the entire city on edge. The stench of the baking city, and the underlying fear of food shortages, stirs anger and resentment among the commoners of Mulmaster. Rumors and worries over riots and the inevitable violent response by the City Watch swirl among Mulmaster's residents.

Beneath these overt concerns of the Blades, noble lords, and commoners, cults of Elemental Evil seek to unleash destructive forces on the city. In particular, the Cult of the Eternal Flame sees the unrelenting heat of Kythorn as a fortuitous omen and through an unwitting vessel, the madly inspired artist Andrik Gos, intends to engulf the city in a ruinous conflagration.

OVERVIEW

While attending a party held by a member of the Nobles, the party witnesses an unlikely attack by an even more unlikely assailant. Asked to investigate, they soon learn that a painting gifted to the noble's wife might hold the key to understanding what transpired.

Investigating the art, and the artist, soon reveals that his works are inciting dangerous acts throughout the city and inspiring pyromania in those who view them for too long. The party can collect clues from the artist's home, an art gallery, and a fan of his work. From these clues, they can establish a connection to a single patron who seems surprisingly supportive of the artist's work and who is actually a member of the Cult of the Eternal Flame seeking to spread chaos and destruction in Mulmaster through the artist.

The party can confront the patron as he pursues another scheme, only to realize that the artist has painted his masterwork by defacing, and thus animating, the magmins that begins to smash its way through the city until the characters intervene.

ADVENTURE HOOKS

The adventure begins at the Wave and Wink and several hooks stem from the attack on Tiega Gos and the characters' response to the events that follow. The characters might be invited to the party to show the noble family's connections to adventurers and keep rival nobles guessing about their relationship. Alternately, the characters could be party-crashers looking to get some free food and drink or to hobnob with Mulmaster's wealthy and elite.

Refer to the opening scene of the adventure for further hooks to introduce characters to the adventure.

PART 1: SMOLDERING RESENTMENT

The adventure begins at the Wave and Wink, a popular dance hall in Mulmaster, where Zor Faltyn Gos hosts a party for his wife's birthday celebration.

After the celebration is disrupted by the effects of Andrik's painting, the party begins their investigation into what has transpired and follow up on leads at various locations throughout Mulmaster.

Once they have secured enough evidence to direct them further ahead in the story, proceed to Part 2: Burning Deceit.

THE WAVE AND WINK

The Wave and Wink is a popular dance hall frequented by those with a small sum of disposable income and wealthy folk in search of rowdy times.

GENERAL FEATURES

The building's exterior walls are stone and mortar. Painted in shades of blue that show off a repeating wave motif, it is one of the few structures in Mulmaster that features color beyond the reds and grays of brick and stonework.

Its interior walls are wood unless otherwise noted.

Ceilings. The ceilings are 10 feet high throughout the establishment, except the main hall and dance floor where they rise to 20 feet.

Light. Bright light unless otherwise noted. Large, ornate candelabras hang over the dance floor, their light supplemented by the two large hearths and the wall-mounted lamps throughout the Wave and Wink.

Sound. Cheers and voices raised in celebration create a din loud enough that it is difficult to hear people speaking in a normal tone of voice unless they are nearby.

Surrounded by the dull colored buildings typical in Mulmaster, the Wave and Wink's blue-painted wave patterns project an atmosphere of revelry. Patrons file through the large blue doors dressed in brightly colored finery. Each time the doors open, the light tones of music and cheers from within pierce the dullness of the otherwise dour city.

Despite the noisy atmosphere and the wild abandon of some of the patrons, much of that energy is turned to dance and violence is rare beyond the occasional outburst of jealousy that culminates in a cold slap or a heated shove. Bouncers intervene and escort problematic revelers outside and a threat of calling for the City Watch sends most troublemakers on their way without further incident.

The Wave and Wink is crowded most evenings, but tonight's celebration sees the typically noisy dance hall more packed than usual.

1. FOYER

Normally, entry into the Wave and Wink calls for a 2 sp fee, but the charge has been waived for the evening's festivities. A pair of **thugs** stand watch inside the front doors, intervening in any trouble they spot or if called upon by other staff members.

A small throng of revelers makes their way past two burly doormen who politely nod. Stepping into the surprising warmth of the building, a few of their number shed heavy fur-trimmed coats and pass them, with a few coins, across a counter to an attendant in an alcove to the left.

Further ahead you see a crowd of patrons gathered around an L-shaped bar, at times three deep as several bartenders see to their needs. From around the corner to the right you hear the rhythmic stamp of feet in time to an upbeat jig and punctuated by excited shouts.

At the end of the night, or in the event of serious trouble, the front doors can be barred by a heavy wooden beam. Barring the door requires an action. If barred, the door is smashed open with a successful DC 15 Strength check.

2. CLOAKROOM

Thanks to the fire of the large hearths and the body heat of the dancers, the Wave and Wink is exceptionally warm. Many patrons deposit their coats, cloaks, and cold weather clothes here and then return for them at the end of the night. They are given a carved wooden token and a matching token is tucked into the garment left behind.

It costs the characters 1 cp to leave a coat here. Any character succeeding at a DC 5 Wisdom (Perception) check notices that the cloaks and coats are not so much hung neatly as tossed in a pile in the rear of the room. Any garment so "stored" takes a full two minutes to find. However, if the dwarf is tipped, he keeps the garment readily accessible rather than buried in one of the piles.

The door to the cloakroom is usually locked from the inside, but anyone with a set of thieves' tools can pick the lock with a successful DC 15 Dexterity check. Any character who spends five minutes thoroughly searching the various garments finds a total of 10 gp in coins, trinkets, and baubles. However, if the dwarf is present, he alerts the two bouncers in the foyer to the presence of the thief.

3. MAIN BAR

People crowd around the bar throughout the evening, but the two bartenders are quite efficient and fast at doling out the libations.

Despite the free drinks provided as part of Zor Gos's celebration, many regulars are tipping a small amount of coin for more attentive service. Although pleased to drink for free, few patrons seem bent on imbibing to excess.

4. DANCE HALL

The Wave and Wink's biggest draw is the large dance hall. Between dances, revelers mingle and chat and the atmosphere, combined with the freely flowing alcohol, encourages many Mulmasterites to let down their guards a bit.

The dance hall is an excellent place to gather information and rumors about the social scene in Mulmaster from those in attendance at the evening's festivities. Characters who mingle with the crowd and succeed in a DC 10 Charisma (Persuasion) check learn a fact from the descriptions of the key Personality (listed below) or, based on their questions and your discretion, clues that may be of use further along in the adventure.

5. PERFORMERS' STAGE

The half-elf entertainer, Marim Tem, and his accompanying musicians play nearly every night at the Wave and Wink. The trouper watches the crowd and selects tunes that keep everyone in high spirits and allow for periodic rests with slower numbers.

The musicians accept requests provided they do not run counter to the festive nature of the party with unfashionable or otherwise inappropriate songs.

Every so often Marim pauses for a rest and makes his way to one of the tables in the dance hall for a quick drink and to chat with patrons. His troupe continues to play in his absence, however.

ROLEPLAYING MARIM TEM

Marim knows nearly every song from every culture across Faerûn. He is a student of music and art of far-flung locales. And,

with art among the nobles becoming something of a commodity, Marim's status is quickly on the rise.

Unfortunately, this attention has gotten the better of him. He is pompous and arrogant and prone to throwing a tantrum if he doesn't get his way.

Marim knows about the Ironheart Gallery and can direct characters with an interest in art to it. He also knows a great deal about the Briziks' relationship due to his regular presence at the Wave and Wink. He is close with the husband and wife so he is careful not to say anything he thinks could damage their reputations.

Quote: "Ugh, that piece is so last year."

6. PRIVATE BALCONY

This balcony is raised about 10 feet off of the dance floor and has its own bar. Usually, it offers seating for patrons worn out from dancing or seeking someplace to talk in a slightly quieter area. Tonight, however, the entire area has been reserved for Faltyn Gos. He and his wife Tiega Gos mingle with their personally-invited guests here.

Kata Brizik assists the bartender and personally sees to the needs of the nobles.

When the timing is right, allow the events of Kata's attack on Tiega to unfold. Refer to Celebration Interrupted at the start of this section.

A wooden railing with metal balusters in stylized wave patterns separates the balcony from the dance floor ten feet below. Well-dressed revelers ring the tall, round tables close to the railing and more guests sit at a collection of tables beside a hearth smaller than the one near the dance hall.

A second bar, this one less overwhelmed than the one downstairs, is attended by a gray-haired gentleman. A smiling woman in a red dress assists him from the other side of the bar, delicately handing out drinks and making small talk.

Guests gather around a man and woman in carefully tailored, fur-trimmed clothing and admire a painting in an elaborate gilded frame hung near the hearth.

Even though Faltyn Gos reserved the balcony for special guests no one stands at the base of either staircase to prevent anyone from ascending the stairs. Decorum and courtesy seem enough to prevent the common folk from joining the nobles in this area.

The characters might find their way to the balcony on their own, or be invited there (see Setting the Fire sidebar, below). However, unless they were personally invited by Faltyn as part of the adventure hook, the characters quickly find themselves snubbed and ignored by the noble guests here unless they succeed in a DC 15 Charisma (Persuasion) check. If the entire group is here, this check can be made as a group check. Any character with the Noble or Entertainer background makes this check with advantage.

If they are well-received, they might be privy to gossip and information known almost exclusively to the nobility of Mulmaster. If the characters have missed any crucial information or clues, this is another opportunity.

ANDRIK'S PAINTING

Faltyn Gos commissioned a portrait of his wife from his nephew Andrik as a gift to her. The painting is touched by the same madness that has consumed Andrik.

The painting is a masterful rendering of Tiega Gos wearing a formal scarlet gown. A white fur drapes her shoulders, clasped at her neck by a gold brooch. She stands beside an immense fire that could be a large fireplace or even the edges of a bonfire and the painter has captured the light of that fire in the details of her figure, from the reflections in her eyes to the gleam on the metal of her brooch.

The likeness of Tiega in the painting is uncanny, even if Andrik took several liberties to remove a few of the signs of age that she shows in real life.

If asked about the painting, either Tiega or Faltyn confesses that she did not sit for the portrait and that Andrik painted the remarkable piece from memory. The dress and fur are items she has worn in the past but, if specifically asked about the brooch, Tiega pauses in thought for a moment before declaring that she owns no such piece of jewelry.

Any character inspecting the piece that succeeds on a DC 15 Intelligence (Investigation) check notices that the fire depicted in the painting received even more attention than Tiega in terms of the number of brush strokes and the startling level of realism. It is almost as if the flames themselves were the subject of the painting and the woman depicted was merely another piece of background scenery. Any character proficient with Painter's Tools makes this check with advantage.

SETTING THE FIRE

The characters should be present on the balcony to witness the attack on Tiega Gos as detailed in Celebration Interrupted. If they do not go there of their own accord, here are some ideas.

- A character's dance partner might be a noble who invites him or her to the balcony. His or her companions might or might not be welcome to follow.
- A noble wants to resolve a dispute of some kind and, after spotting the character, assumes (rightly or not) that he or she can lend credibility to his argument.
- Faltyn Gos is familiar with the exploits of one or more of the characters and feels that their renown can bolster his own reputation.

7. SERVERS' HALL

This narrow corridor and stairway are not as polished or finished looking as the rest of the Wave and Wink. It is a purely functional area used by the staff to serve the balcony with food from the kitchen without having to navigate the crowded dance hall.

If any of the staff observe the characters here they politely escort them back to the public areas of the Wave and Wink. Should their request be ignored, they immediately inform Urdun and the bouncers.

Secret Doors. Unknown to everyone but Urdun and Kata Brizik, two sections of wall on opposite sides of the corridor can be swung like doors when a secret catch at the base of the wall is pressed. One of the doors leads to Urdun's office, the other to his private vault. The doors can be detected with successful DC 20 Intelligence (Investigation) check.

8. URDUN'S OFFICE

Urdun manages his business here during the day when the Wave and Wink is quiet. A desk and chest of drawers hold various ledgers and contracts with suppliers and entertainers.

The door from the kitchen is kept locked at all times. Urdun and Kata each have a key. A character with a set of thieves' tools can pick the lock with a successful DC 15 Dexterity check, but anyone in the rather busy kitchen is likely to notice the attempt.

Urdun keeps a small lockbox in a desk drawer. Anyone with thieves' tools who succeeds at a DC 20 Dexterity check is able to prize open the box and its contents of 25 gp.

Secret Door. Urdun's paranoia has prompted him to have this escape route installed. From this side, the secret door here still appears as stonework like the rest of the walls, with a catch similar to the one in the servers' hall. The door can be detected with a DC 20 Intelligence (Investigation) check.

9. URDUN'S VAULT

Part vault, part wine cellar, this area is used by Urdun to store his wealth, much of which is comprised of rare wines and liquors. He has collected many of these bottles over the years and offers some for sale to wealthy patrons. Urdun also keeps the Wave and Wink's incomes here before it is brought to a nearby bank every few days or distributed as payroll to his staff.

Nearly 500 bottles of various sizes and shapes comprise Urdun's collection. Stealing the entirety of the collection would prove almost as challenging as locating buyers for each of the bottles without being ferreted out by Urdun or the authorities, though. A character that makes a successful DC 15 Intelligence (Investigation) check is able to locate 50 gp worth of easily concealable bottles.

Secret Doors. From this side, the secret doors here appear as stonework like the rest of the walls, with catches similar to the one in the servers' hall. One leads to the server's hall. The other leads to a narrow alley behind the Wave and Wink and cannot be opened from the outside.

The doors can be detected with a successful DC 20 Intelligence (Investigation) check. Each requires a separate check to locate.

10. KITCHEN

The kitchen of the Wave and Wink is a busy place on any given night. The demands of Faltyn Gos and his noble friends, coupled with Urdun's desire to impress them, have the cooks working at a frantic pace.

Due to the activity here, it is possible to move through this area unnoticed by succeeding at a DC 10 Dexterity (Stealth) check. Lingering in the area (to pick the lock to Urdun's office, for example), however, causes the staff to take notice and ask the character to leave before calling for the establishment's guards.

There is a door here that leads to the streets of Mulmaster. It is kept barred during the day, but at night the staff usually keeps the door open to let a breeze into the stifling kitchen. The door can be closed and barred from the inside.

TREASURE

Characters searching the cloak room find 10 gp in coins and trinkets should after spending five minutes. Searching Urdun's Office yields 25 gp in a lockbox stored in a desk drawer, and characters are able to secret away 25 gp worth of rare liquors and wine from his vault.

THE PARTYGOERS AND PARTY-CRASHERS

Faltyn Gos has allowed the Wave and Wink's owner, Urdun Brizik, to keep his establishment open to the public during the party (to reduce the fee for hosting the party for Tiega, his wife) so the revelry extends beyond those with invitations and most people are joining in the celebration, either in the hopes of making a favorable impression on members of the noble family or simply for a free drink.

If the adventurers have not been specifically invited by the Gos family (see Adventure Hooks, at the start of the adventure), assume they are visiting the Wave and Wink the evening of the party.

Use the keyed locations above—allowing the characters to mingle at the party and come across a few of the party's more important attendees before proceeding to the events of Celebration Interrupted below. It is assumed that characters enter the Wave and Wink through the foyer (area 1).

ZOR FALTYN GOS

Faltyn's dark hair is touched by streaks of gray and his brown eyes are ringed with the reddish hints of frequent late nights spent drinking. The man's large hands are no stranger to the labor of forges (where his family amassed its considerable fortune) and his notable size combines muscle and fat in equal measure.

ROLEPLAYING ZOR FALTYN GOS

As expected, Zor Gos is an insufferable noble. Most conversations with him eventually devolve into sessions of self-appreciation, during which he rudely corrects anyone that does not address him by his proper title of Zor Gos. However, if afforded the respect appropriate to his station, he is otherwise cordial.

Quote: "I assure you, the pleasure is all yours (yawn)."

ZORA TIEGA GOS

Tiega married into the Gos family a decade ago but she finds little appeal in the business of metalworking.

Despite being several years older than Faltyn, Tiega wears her years well with her black hair untouched by gray. Unlike him, however, a life of luxury affords her little muscle on her short frame.

ROLEPLAYING ZORA TIEGA GOS

Zora Tiega Gos is the polar opposite of her husband. Where he is arrogant and pompous she is surprisingly down to earth and friendly. Any conversation regarding her status or that of her husband is quickly shooed away towards the interests of whomever Zora Gos happens to be conversing with. She adores art, knowledge, and living life to its fullest—a quality that is something of an embarrassment to the Gos name.

Quote: "I am not my husband's property!"

URDUN BRIZIK

A talented half-elf dancer as well as a competent business owner, along with his wife Kata, Urdun considers himself lucky to have joined his two interests into such a profitable venture in Mulmaster. As a result, Urdun constantly guards against any misstep that could cost him his business and social standing.

ROLEPLAYING URDUN BRIZIK

Urdun speaks and moves as if he always in front of an audience full of people to be wooed. He is handsome and flirtatious; it is not uncommon to find Urdun chatting up a female patron while her jealous husband watches on.

Despite all of this, he is extremely paranoid of being taken advantage or worse yet, robbed.

Quote: "Why, hello there..."

KATA BRIZIK

Kata normally maintains a polished, collected appearance at all times and addresses patrons and staff in a measured and thoughtful tone. Her behavior has begun to change after her exposure to Andrik's painting (see Area 6, below) and her normally well-coifed brown hair hangs loose and wild around her face. Her now-wide eyes dart wildly and a manic grin often finds its way to her face and she raises her voice in excitement at strange times.

ROLEPLAYING KATA BRIZIK

Kata's talents at dance and business exceed those of even her skilled husband. Her talents are rarely on display, however, as she is relegated to managing the day-to-day of the Wave and Wink while Urdun chats up wealthy patrons each night, a fact that leaves Kata jealous. She hopes that the recent interest in the arts in the city might lead to an interest in dance performances and that she can pursue a life as a dancer and artist and leave the business in her husband's hands.

Quote: "Have you seen my husband?"

CELEBRATION INTERRUPTED

Allow the characters to spend some time at the celebration and meet one or more of the prominent attendees. Once the revelry is well underway, ideally when one or more of the characters find themselves on the private balcony (Area 6) in the presence of both Tiega and Kata, this event occurs.

The strange power of Andrik's paintings to consume some of its viewers with pyromaniac urges overtakes Kata.

Tiega smiles as she takes in the painting. Kata, the co-owner of the Wave and Wink, steps forward with another tall glass of liquor potent enough to be smelled even from a distance. Without warning, she throws the drink in Zora Gos's face. A few stray drops splash on a nearby oil lamp and catch. A heartbeat later, brilliant flames blossom across whatever the spirits have touched—including Zora Gos.

Her screams fill the air, mingling with the wretched smell of burning flesh and hair. Guests panic and scramble away from the flames while Kata stares—transfixed by the flames dancing over the burning woman and the painting behind her.

"So beautiful. So very beautiful," she says—her voice barely more than a whisper.

Unless a character acts immediately to put out the flames by either smothering them or dousing Tiega with a large quantity of water, she quickly succumbs to the flames and perishes. Otherwise, she survives, but is horribly burned; whatever beauty she once possessed is raw and charred.

The flames throughout the rest of the area, however, spreads quickly across the floor and up the wall to the painting which is also consumed. The panicked guests flee for their lives, beginning a terrified throng of people belting for the front door with shouts of "Fire!" and "Help!"

Unless the crowd is calmed in some way by someone taking charge, a number of people are trampled—injured and killed by the crushing number of people trying to avoid perishing themselves as the Wave and Wink burns.

Within a round, the flames have spread along the walls—obviously fueled by whatever they have been painted with. It is obvious that the Wave and Wink is lost to the flames. Any character that **attempts to fight the flames** must make a DC 10 Constitution saving throw or take 3 (1d6) fire damage and gain 1 level of exhaustion from smoke inhalation. The DC of the saving throw increases by 2 each round thereafter.

ACCUSATIONS

Each prominent personality reacts to the events differently:

Zor Faltyn Gos. As he recovers, Zor Gos composes himself and demands that the characters restrain Kata and summon the City Watch. If they refuse, a few guests do so instead. He relates the events that transpired, insisting that Kata tried to kill his beautiful wife. If asked why Kata may have wanted to kill his wife, Zor Gos suggestions range from either petty jealousy or her being an assassin paid by another noble family or "*the rabble that resents those who rightfully rule Mulmaster.*"

Zora Tiega Gos. If she is still alive, Zora Gos, is wholly unresponsive. Unless magically healed, she is unconscious. Even if she receives healing, she wakes up screaming in agony from the burns that ravage her body and the shock of the events that transpired.

Urdun Brizik. Urdun is adamant that his wife is innocent, insisting that there is no way she did anything to intentionally harm Zora Gos. For all he knows, Kata admired the passionate noblewoman. If pressed, Urdun admits that he has shared a few honeyed words with the noblewoman and that if anything, Kata was merely jealous, but the attack is truly not in her nature.

Kata Brizik. Kata is unresponsive and does not resist apprehension—her eyes unfocused and turned toward the nearest flame. Nothing seems to be able to snap her out of whatever is affecting her.

INVESTIGATION

Both Zor Gos and Urdun Brizik are unwilling to trust the City Watch to investigate the attack. Faltyn worries that if a rival noble family is involved, the City Watch may also have been paid off and he will never learn who is truly responsible for the attack. Meanwhile, Urdun fears that the City Watch will consider it an open and shut case and execute his wife without his ever having a chance to understand what could have overcome her to do such a thing.

Separately, the two distraught husbands are willing to offer the characters a reward for discovering why Kata attacked Tiega. Urdun offers 50 gp for evidence that might exonerate his wife or at least save her from execution. Faltyn promises 100 gp if the characters find whoever is behind the attack and "deal with them like the dogs they are." While he won't outright say it, Faltyn expects the adventures to put his enemies to death but never says so directly.

The characters have ample time to talk to witnesses and patrons before the City Watch arrives. Many of the patrons remain, concerned about Tiega (or Faltyn, if his wife died). The mood is somber but people are willing to answer questions. It is important to note that due to the nature of the party, most of those in attendance are somewhat intoxicated. They can still be questioned, however, but any checks made to do so are made with disadvantage, and a failure means that the patron has forgotten or is rude or downright hostile to the adventurers.

Characters that question the patrons and staff of the Wave and Wink about the night's events should make a DC 15 Wisdom (Insight), Charisma (Intimidation), or Charisma (Persuasion) check (based on the characters's actions). Allow one check per character, representing the time they have before the City Watch arrives. Each successful check reveals one of the following pieces of information. Each of these clues provides a lead to direct the characters toward Part 2 of the adventure, so make sure they leave with at least one lead to follow up. If the entire party fails to gather any information, a witness steps forward to offer one of these clues to the party:

- Kata was speaking to a Thayan man, Azak Throm, earlier in the evening. He was not seen anywhere following the attack.
- One witness overheard the Thayan ask Kata how to find the artist. After learning the artist's name, he seemed to observe the painting's effect on Kata, and left.
- The staff of the Wave and Wink can provide a good description of him and they know that he lives in a small home near the Thayan Embassy.
- Despite the tragic events, several patrons only remark on the beauty of Andrik's painting, seeming more distraught over its destruction than the injuries or deaths of the evening.
- Some people behave strangely when discussing the painting. They are clearly enamored with it—almost to the point of obsession, but this fades as the night goes on. It is clear that the effect does not touch everyone, but a successful DC 15 Wisdom (Insight) check reveals that those who are deeply touched by some emotion or passion are more moved by it than others. Kata was known to be an incredibly passionate person when it came to art, dance, and Urdun's flirtatious behavior.

- The painting was hung in the Wave and Wink early in the morning on the day of the party. Kata oversaw its installation and remarked on its beauty a number of times throughout the day.
- Faltyn remarks that he has not seen the artist, his nephew, in over a week. When Faltyn visited Andrik's home several days ago, the artist was not home—something that Faltyn did not consider this suspicious at the time because his nephew is prone to flighty behavior. Faltyn was checking to ensure that the painting he commissioned would be completed. His concerns were dismissed when a courier dropped it off the day before the party with a short note from Andrik, apologizing for the delay and claiming he had to wait for "inspiration to strike."
- On a number of previous visits to the Wave and Wink, Tiega Gos regularly danced with Urdun late into the night. Despite the time spent with Urdun, however, her behavior was not improper in Faltyn's eyes and nothing out of the ordinary for Urdun. Kata, however, was obviously jealous of the attention that Urdun paid Zora Gos.

THE CITY WATCH ARRIVES

Any willingness people might have had to speak to the characters or answer questions disappears when a patrol of eight City Watch **guards** storms into area surrounding the Wave and Wink. The patrol's leader, Melori Ostur, is looking to capture someone as quickly as possible, guilty or not—to demonstrate his value to his superiors and other nobles.

Unless stopped, they arrest Kata immediately, to Urdun's protest. Once imprisoned, Kata will be jailed and executed in a matter of days unless viable evidence is presented to exonerate her. If any of the characters try to negotiate with Melori and succeed at a DC 15 Charisma (Deception or Persuasion) check that the characters make, Melori agrees to postpone Kata's fate for two days with which the adventurers are able to investigate the attack. Otherwise, she is to be tried and likely hung the following morning. Zor Gos becomes irate at hearing that Kata is to be spared, even temporarily.

After ordering Kata shackled and taken away, Melori orders the Wave and Wink closed until the matter is resolved. His patrol then forces everyone out of the bar, using force against anyone who resists.

XP AWARD

If the characters extinguish the fires before Tiega dies, award each character 50 XP.

If the characters successfully talk the city watch into postponing judgment on Kata, award each character 50 XP.

DEVELOPMENT

The characters should end the first part of the adventure with reason to investigate what overcame Kata Brizik and at least one lead to follow up on in Part 2. Based on which lead then pursue, proceed to the appropriate location.

PART 2: BURNING DECEIT

The second part of the adventure details the various locations that the adventurers might investigate in pursuit of answers. Clue might lead them between the various locations or even cause them to return to some places if more information is revealed.

Once they have determined Andrik's role in matters and identified Doril Cire, proceed to the final encounters of the adventure in Part 3: Blazing Conflict.

1. ANDRIK GOS'S HOME

Faltyn can provide the characters with the location of his nephew's home. Family politics left Andrik with little wealth after the deaths of his parents and his sometimes strange behavior meant that no one in the Gos family wanted to take the young man into their household. The artist used his meager funds, to secure a small single-room dwelling in a stinking neighborhood close to the harbor.

The front door is locked and the window shuttered. No sounds come from within. The lock can be picked by a character with thieves' tools that succeeds at a DC 15 Dexterity check or the door can be forced open with a successful DC 15 Strength (Athletics) check. Residents take note of strangers in the area but only call for the City Watch if Andrik's door is bashed in.

The narrow confines of the single room barely contain the riot of art supplies that litter the floor and rest on nearly every flat surface. The bed frame has been turned over to serve as a low shelf for tinctures of dried out paint and jars of multihued water with floating brushes.

Three easels surround a small wooden table blackened by scorch marks and caked in the wax of candles burned down to nubs and the ash and unconsumed twigs and even small pieces of driftwood.

Scorched firewood fills the tiny hearth to overflowing, packed so tightly that whatever fire burned there was choked completely out. Balls of blackened paper are wedged amid the wood at the bottom of the stack.

Andrik stopped working here just over a week ago. After completing the mural in the Zhent Market he was seized by a manic creativity that prevents him from sleeping. He has been wandering the streets, purchasing paints and brushes as the urge seizes him, and painting anywhere and everywhere he pleases.

What little food was in a small cupboard has already been consumed by rats and a successful DC 15 Intelligence (Investigate) check can determine that Andrik has not been here in over a week.

The easels around the table each hold an incomplete painting of flames. These works were abandoned when Andrik felt the flames depicted were too small. His "models" were fires that he set on the table.

The papers in the fireplace were part of an attempt to create a bigger fire for Andrik to paint. Among the random scraps of paper, are two items of interest: an invitation to show at the Ironheart Gallery and a charcoal sketch of a large mural.

THE GALLERY INVITATION

This letter was penned by the curator of the Ironheart Gallery, and was received by Andrik when he still resided here. Half of the letter has been burned away. What remains reads:

"...by informed patrons of the arts such as Doril Cire and Tiega Gos. Thus, with great pleasure, I invite you to display your works at the Ironheart Gallery for a period of no less than three months so that Mulmasterites can embrace your genius and we can further engender an interest in true artistry.

Yours in admiration, Jurina Plem."

The characters can locate The Ironheart Gallery with little difficulty. They have already met Tiega Gos, but the name Doril Cire is entirely unfamiliar. Any Intelligence checks made to recognize the name Doril Cire automatically fail. However, a character who asks around may attempt a DC 20 Charisma check. Though it is extremely unlikely that they'll run across someone who recognizes the name, but if successful, they learn that he is a rather peculiar patron of the arts. He is virtually unknown outside of very small circles, but is rumored to be a simple—albeit peculiar—glassblower. If the character attempting the check already spoke to Jurina Plem and learned something about him then, the DC of the check is reduced by 10 and is made with advantage. In either case, no one knows where he is from or his presence prior to Andrik Gos's art career.

If the characters choose to look into the invitation or its sender, Jurina Plem, proceed to The Ironheart Gallery, below. If the characters manage to find out about Doril Cire and wish to investigate his activities, proceed to the Glassblower's Shrine (Part 3, below).

THE MURAL SKETCH

This is an early sketch of the mural that Azak Throm wanted to commission.

Covered in sooty smudges, this charcoal drawing depicts a hastily drawn neighborhood. A large building in the center of this image is awash in flames but, upon closer inspection, the flames are constrained by the edges of the building, as if the building is adorned by a representation of the flames rather than consumed by them.

The words "Azak Throm," followed by a question mark, appear at the edge of the page.

Andrik met Azak Throm briefly at a party and the Thayan suggested the mural idea while the two discussed art. At the time, Throm suspected Andrik had some peculiar abilities when it came to his artwork and was curious to study something more large-scale. Andrik liked the idea but as his artistic inspiration consumed him, he forgot about Throm but did not forget about the mural idea.

Azak Throm. If the characters did not learn about Azak Throm at the Wave and Wink, or meet him since then, a successful DC 10 Intelligence (History) check reveals the name likely to be Thayan in origin. If the characters ask around, a successful DC 15 Charisma check, points the characters in the direction of Throm's home. If they are in the vicinity of the Thayan Embassy when making this check, it is made with advantage. If the characters then choose to investigate, proceed to Azak Throm's Home, below.

The Building. Identifying the building in the piece is tricky as it's merely a rough sketch. Any character succeeding at a DC 15 Intelligence (Investigation) check recognizes the building as an aging warehouse in the Zhent Ghettos. Any characters who hails from Mulmaster makes this check with advantage. If the characters choose to investigate it first, refer to The Zhent Market below.

2. AZAK THROM'S HOME

Situated in a quiet neighborhood near the Thayan Embassy, Azak Throm's small house stands in a tiny yard surrounded by a low, iron fence.

The Thayan comes and goes at all hours of the day and night—a fact any neighbors willingly volunteer if questioned. His neighbors have never observed him doing anything wrong, but they are deeply suspicious of the Thayan man because he's "*no doubt one of those filthy necromancers.*"

Unbeknownst to the characters, the Hawks have long suspected Throm of being a spy and have been keeping him under close watch. If the adventurers are observed speaking to him, they are set upon the moment they move out of sight of Azak's house. If the party is observed breaking into the home, the agents pursue them into the home and attempt to capture at least one of them for questioning.

SPEAKING TO AZAK

If Throm is home when the characters arrive, he indulges their questions, but is wary and very guarded in any answers he gives. He does his best to determine the party's motivations, avoid divulging the nature of his work for the Thayan Embassy, and conceal his interest in Andrik's unusual talents.

- He confesses to being at the Wave and Wink, both on the night of the attack and on previous occasions. He considers Kata a casual acquaintance; the two of them periodically discuss artwork but nothing more.
- Azak says he knows of Andrik, but claims to have never met the artist. A character succeeding at a DC 15 Wisdom (Insight) check identifies this as a lie. If he is shown the sketch of the mural from Andrik's home or if he is told that he was seen at the mural site at the Zhent Market, Azak admits he became aware of the peculiar affect Andrik's art has on its audience. He believes that power could be used for "*a number of useful purposes,*" but does not elaborate.
- The Thayan lost track of the artist over a week ago when Andrik stopped going home. He has since been trying to locate the artist by visiting places where his is on display artwork in the hope that Andrik is there and tell Throm what he is currently working on. To that end, this is why Throm regularly lingers near the Ironheart Gallery and why he also attended the party at the Wave and Wink.

ROLEPLAYING AZAK THROM

Thayan through and through, Azak is calculating and cunning. He has an immense ego which is tempered by incredible patience. His head is shaved, but he wears none of the tattoos commonly associated with red wizards.

Quote: "I see. However, enlighten me as to how this affects the land of Thay."

SEARCHING THE HOME

Azak refuses to allow the characters to search his home and attacks them if they attempt to do so against his wishes. If a fight breaks out, two **spies**—Hawks surveying Throm—hear the sounds of combat and arrive at the end of the second round. They focus their attacks on the characters before but ensure that Azak is unable to flee. They attack to kill, but ensure that at least one character is alive for questioning.

Alternatively, the party can break in when Azak is away. His front and back doors are secured by locks that can be opened by a character with thieves' tools that succeeds at a DC 15 Dexterity check. Inside, his small workspace is covered in boring diplomatic paperwork about developing business and trade ties with Mulmaster. A concealed space beneath a loose floorboard (noticeable with a successful DC 15 Intelligence (Investigation) check) contains a sheaf of documents detailing:

- The potential provocation of a rebellion in the Zhent Ghettos to weaken the current Counsel of Blades.
- "Rassendyll's Sword". Any character that succeeds at a DC 10 Intelligence (History) check identifies Rassendyll Uoumdolphin as a previous High Blade.
- Notes positing that Andrik's artwork seem capable of influencing an already emotionally-inflamed viewer. Azak has requested funds to sponsor the artist from his handlers in the embassy but to no avail. He is surprised that Andrik painted the mural in the Zhent Market of his own volition, rather than as a commissioned piece, and now Azak hopes to influence Andrik the next time he sees him without offering any payment.

THE HAWKS

The special agents of the Mulmaster army are tasked with specialized, often subtle operations, including spying on the population of the city and keeping foreign elements under watch.

The Thayans are watched closely and Azak is suspected (rightfully) of being a spy. Hawk agents monitor his movements and home nearly all of the time. They insert themselves into the scene at a potentially inconvenient moment and, suspicious by nature, accuse the characters of working with Thayans. They know nothing about Andrik or the Cult of the Eternal Flame.

After leaving Throm's home, two **spies** begin following the characters, and approach them once out of eyeshot in the hopes to subdue them and bring them in for questioning. Their first inclination is to attack first and ask questions later, but a character that succeeds on a DC 11 Charisma (Persuasion) check is able to buy a few moments with which to reason with them. Any character fighting the Hawks with a passive Insight of 13 or higher realizes that the spies appear to be attacking to subdue, rather than kill.

TREASURE

One of the Hawks wears a silver ring worth 20 gp.

ADJUSTING THE ENCOUNTER

If the party fights the Hawks, here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Replace two spies with three guards
- **Weak party:** Replace two spies with six guards
- **Strong party:** Add one spy
- **Very strong party:** Add two spies

3. IRONHEART GALLERY

Formerly a display hall for weapons and armor produced by the Gos family forges, the Ironheart Gallery was recently converted to a gallery for the display of art. Several members of the Gos family foresaw the rising trend in expensive works of art in Mulmaster and wanted to carve out a niche early in an effort to profit from commissions on the expensive items.

The gallery is open from midday until just past dusk and is overseen by Jurina Plem—who is there several hours prior to opening the doors to the public and several hours after they are locked.

The long narrow gallery is lit by a surprising number of lanterns hung from the walls and ceiling. Their light has been carefully directed onto the dozens of paintings that line the walls as well as few small sculptures.

In the back of the room are a few stands holding dusty suits of armor and weapons, which now serve as little more than coat pegs and hayracks.

A young woman turns away from several men and women excitedly discussing a painting. She hurries toward you, wide-eyed, with her odd dress of patchwork fabric rustling about her and the jingle of dozens of bangles around each wrist.

"Welcome, art lovers, to the rise of Mulmaster's greatest talent!"

The majority of the works on display are Andrik's, with other artists' paintings clearly being used to take up space after one his has been sold and taken down. The characters can freely inspect the artwork, although Jurina insists they do not touch them.

The paintings nearest the door feature very realistic portraits and landscapes of typical Mulman people and places: a noble in finery lighting a prayer candle to Waukeen, a sweating smith forging a sword, and a neighborhood illuminated by the glow spilling from a foundry's doors.

Further into the gallery, the works are of closer details: a hand removing or replacing the glass cover of a brightly burning oil lamp, a fire pit with dozens of feet dancing or running in shadow in the background.

At the back of the gallery, the paintings are almost completely abstract works of reds, oranges, and yellows that seems to capture the very essence of a flame, held in complete stillness. Still, the shapes seem to hold other objects: a face here, a building there, but always wreathed in flame.

A character who inspects the paintings and succeeds in a DC 10 Intelligence (Investigation) check notices the brooch worn by Tiega Gos in her portrait is a common feature in a majority of the paintings.

The table at the back of the gallery is used to track buyers of the paintings, deliveries, and receipts. Among the names there are Faltyn Gos (marking the delivery of the portrait to the Wave & Wink), Azak Throm (which includes his address), and a number of paintings purchased by someone named Doril Cire and delivered to a number of homes and businesses as gifts.

JURINA PLEM

The Gos family hired Jurina to sell paintings in the gallery, but her time surrounded by Andrik's work has unhinged her. When she is not preoccupied explaining the artwork to visitors, she lights lamp after lamp. She speaks quickly and gestures wildly, always on the verge of toppling one of the countless oil lamps in the gallery.

- If asked about Andrik she becomes completely overcome with emotion, both laughing and crying, as she counts herself blessed to work with "*such a visionary*." She finally had the opportunity to meet him several days ago when his patron, Doril Cire, brought him in and introduced him to her.
- She describes Andrik as an artistic genius. She claims he has no interest in what his paintings sell for. In fact, he was only eager to create more but seemed uncomfortable with being paid to do it. Jurina noticed his hands always seem to be moving as if he was still holding a brush.
- Jurina overheard him talking to Doril about reaching a broader audience, something his patron wholeheartedly encouraged saying, "*Give your art away, to the masses, and put it on every street. Engulf the city in your work.*" She suspects Andrik will begin displaying his art for free around the city which she describes as "*the work of a noble and selfless mind!*"
- She regards Doril as an incredible patron of the arts but, if specifically asked, she admits she had never heard of the man until he suddenly chose to fund Andrik with a seemingly unending supply of gold for paints, brushes, and whatever else he required.
- If asked where to find Doril, she says she is unsure because he has not stopped into the gallery since he visited with Andrik. She does however, think he might be some sort of smithy or something, because he mentioned to Andrik that the artist might find inspiration staring into the furnace at his shop. If the characters wish to find out more about Doril, proceed to The Glassblower's Shrine (Part 3, below).
- She also saw Doril speak to a Thayan man, Azak Throm, about a mural somewhere in the Zhent neighborhoods, but she has not had time to see it yet (much to her disappointment). This mural is in the Zhent Ghettos and is not difficult to locate if the characters ask around in the surrounding neighborhood. If the characters wish to investigate the mural, proceed to The Zhent Market Mural, below.

KEEPING THE GALLERY SAFE

If anyone enters the gallery at night when Jurina is not present, or if Jurina utters the command word, "*small*", a suit of **animated armor** and three **flying swords** attack intruders. The animated guardians attack anyone but a person wearing an enchanted iron ring (currently worn by Jurina). She can call off the weapons but speaking the command word again.

In order to activate or deactivate the weapons and suits of armor, a person must wear the ring.

Jurina uses the guardians if anyone attempts to steal or destroy the paintings or if she is attacked. Slightly unhinged by the artwork, she places the paintings above the safety of other visitors to the gallery who are also attacked along with the characters.

TREASURE

Amongst the armor and weapons, the characters find a total of 90 gp worth of precious metals and gems.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove three flying swords
- **Weak party:** Remove two flying swords
- **Strong party:** Add one animated armor
- **Very strong party:** Add one animated armor and two flying swords

TRACKING THE OTHER PAINTINGS

If the characters follow up on the paintings on the list from Jurina's work table (or she tells them the names of other buyers), suggest that they pay a visit to Azak Throm's home (if they haven't already) where they can gather additional clues. If they have already been there, they discover that other places that the paintings have been delivered to have met with some fiery end or another:

- An inn was burnt to the ground in an unexplained fire.
- A man set his home ablaze before taking a torch to neighbors' homes. The City Watch killed him in the street with a crossbow.
- A woman painted the entire interior of her small cottage in red flames before disappearing. Her house inexplicably burnt down shortly thereafter.

This is all part of Doril Cire's plan to sow fiery chaos throughout Mulmaster. If the characters have not yet connected his name to these events, people that they speak to mention the arrival of the paintings from Doril and that he has been hoarding coal and wood at his shop.

4. THE ZHENT MARKET MURAL

The Zhent Market is an abandoned warehouse in the middle of the Zhent ghetto that has been converted into a series of stalls. The otherwise shunned and neglected Zhents conduct business and operate small workshops here. Outsiders stand out, but their business (and more importantly, their coin) is not refused.

The wood of the massive warehouse has gone gray with age. Many of the roof's shingles have peeled away, and its walls lean ominously inward.

Within, hucksters haggle in nearly a dozen languages over goods of dubious quality and origin in a number of ramshackle stalls. The caged fowl of a vendor cluck as they are roughly handled. A journeyman blacksmith grinds an edge onto a rust-marked blade.

At the far end of the marketplace, one gray wall of the building interior has been painted with a mural that reaches to the sagging rafters. At a distance, the small details are not visible, but huge whorls of vividly painted flame bring color to the dingy interior of the market.

Most vendors and customers in the market only know that the mural appeared overnight, several nights ago, but little beyond that. Most people are suspicious of the characters, afraid that they are agents of the City Watch or Hawks so they do not voice their approval of the artwork, but they never claim to dislike it.

Closer to the actual mural, however, people are more filled with the fervor that Andrik's art inspires.

Nearer to the mural, there are small shrines of candles and blackened kindling set out on tables by the merchants whose stalls sit beneath the massive painting. When not helping buyers, they stare up at the rendering of a city in flames with a slack-jawed expression of wonder. Their eyes weave back and forth over the incredibly minute details.

The city, that bears striking similarities to Mulmaster, burns with a small detailed fire consuming each building. People spill out into the streets wrapped in flames but the exacting details of their faces reveal a look of ecstasy. Even the waves washing against the piers are ablaze.

The merchants with stalls beneath the mural are excited to speak of it. Like other vendors in the Zhent Market, they say that it appeared overnight and that some of the paint was still wet when they arrived in the morning. If interviewed, they reveal the following:

- Rumor has it that a man named Andrik painted it, but no one witnessed the artist at work. They did see a painted-spattered man (who was, in fact, Andrik) speaking to a Thayan man and pointing at the wall prior to the mural's appearance. Later the same paint-spattered man was back with wealthy-looking man who was overheard saying that he would "pay completely to see you realize your vision."
- Neither the presumed artist nor the patron has been seen since, but the Thayan, Azak Throm, has talked to the merchants on multiple occasions since the mural's appearance. He usually repeats the same questions to the same people: How does this artwork make you feel? How do you feel about how the Mulmasterites treat you?
- They are unaware of his desire to see rebellion fomented in their ranks, but they are also unaware that their minds are being altered. If asked, most are moved enough by the painting to say they would like to see the city ablaze without fully realizing what they are saying.

If the characters have not yet been to Azak Throm's house, one of the vendors can direct them there. (The Thayan wanted to interview him in-depth to understand the nature of the effect that the mural was having and invited the man to his home.)

If the characters have not already heard of Doril Cire, the wealthy patron is not familiar to them but a vendor suggests that a patron of the arts would likely be known at the Ironheart Gallery. If they have already been there and learned of him, then they immediately recognize the description of the man accompanying Andrik in the first bullet, above.

DEVELOPMENT

By the end of Part 2, the characters should be have gathered the information needed to locate Doril Cire at his shop later that night and to determine that Andrik Gos's artwork is inspiring viewers to pyromania and must be stopped.

Knowing where and when to locate Doril should allow them some time to prepare and possibly contact Faltyn Gos and Urdun Brizik about their leads. Based on their interactions with the City Watch and the Hawks, it is possible they could request assistance. If they do, refer to Calling for Backup under the Smithy's Shrine in Part 3, below.

PART 3: BLAZING CONFLICT

The final part of the adventure calls for the players to confront Doril Cire at his shop. At their moment of victory, however, they see a massive blaze erupt in the heart of the city.

There, Andrik Gos, fully consumed by madness has created his masterwork. His unusual talent has animated a force that could leave Mulmaster a smoldering ruin unless the party quickly intervenes.

THE GLASSBLOWER'S SHRINE

All month long, Doril has collected a significant amount of coal and driftwood in the rear of his shop. On the final day of the month, the whole thing is set ablaze while he and a handful of other cultists gather around it. **Doril Cire** and three **cultists**, devotees of the Cult of the Eternal Flame, intend to use the ceremony to hatch a clutch of two **fire snakes** to unleash on Mulmaster in conjunction with Andrik's "final masterpiece."

The ceremony at the shop begins at dusk and fifty attendees, including Doril Cire and the cultists, gather around the tower of driftwood.

A shockingly frigid wind yanks cold spray from the crashing waves leaving those worshippers not wrapped in heavy cloaks shivering despite their fervor. Over four dozen men and women ignite torches to be cast into the precarious tower of driftwood the moment the sun disappears beneath the horizon.

When the moment arrives, a volley of burning wood sails through the air and the driftwood immediately blazes and crackles above the din of the sea. The flames first climb to its top, forty feet in the air, then rise even higher in a coiling red tornado that lashes the sky.

Worshippers of Talos begin to chant and frantically whip their bodies in circles as they parade around the tower of blazing wood that already sways in the wind.

On a successful DC 15 Wisdom (Perception) check, any characters watching the worshippers as they hurl torches into the fire when the ceremony begins notice that some of the worshippers throw melon-sized spheres into tower of wood instead of torches. The two globes can be seen glowing a brightly, even amid the flames, after only a few moments. These are two **fire snake** eggs acquired by the Cult of the Eternal Flame (see below).

The characters can scan the crowd to attempt to identify Doril, either by a physical description or by spotting the brooch he wears which appears in many of Andrik's paintings with a successful DC 10 Wisdom (Perception) check.

Doril and the cultists wait patiently for the eggs to hatch unless the characters interfere in some way. Once the eggs hatch, Doril commands the snakes to attack the passersby who have stopped to watch the events.

In combat, Doril shouts like a madman, speaking of the fiery ruin of Mulmaster at the hands of the Cult of the Eternal Flame. Many of the bystanders scatter but some remain behind, awestricken by the flames.

The Burning Shop. A creature entering the burning shop takes 5 (1d10) fire damage.

FIRE SNAKE EGGS

Any creature that spends an action may attempt to remove an egg from the fire. The creature doing so, however, takes 3 (1d6) fire damage as they draw close to the fire and must succeed at a DC 11 Dexterity check or else the egg hatches as it is being removed. A creature succeeding at this check removes the egg without hatching it.

A prematurely-hatched egg yields a fire snake but the creature is incapacitated until the end of the following round. It remains in the fire, however, so any creature attacking it with a melee weapon takes 3 (1d6) fire damage in addition to any damage done by its Heated Body.

The eggs are AC 15 with 3 hit points. If an egg is deliberately smashed while in the fire, treat it as prematurely hatched—the fire snake have half of its normal hit points. If smashed outside the fire, the fire snake cannot hatch and is considered killed. An unmolested egg hatches normally at the end of the third round.

If the cultists see anyone attempting to interfere with the eggs, Doril and his fellow devotees immediately attack. If an egg is removed from the fire but not smashed, the cultists attempt to retrieve it to put it back into the flames.

ADJUSTING THE ENCOUNTER

If the party fights the Hawks, here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two cultists and one of the fire snake eggs
- **Weak party:** Remove one of the fire snake eggs
- **Strong party:** Add four cultists.
- **Very strong party:** Add two cultists and one fire snake egg

CALLING FOR BACKUP

If the characters managed to make arrangements with the City Watch or the Hawks prior to this event a half dozen Watch members or a pair of Hawks are disguised among the bystanders. They refrain from revealing themselves or interfering until it looks like they can attempt to claim the glory of stopping the cult.

Use their intervention to offset particularly bad dice rolls on the part of the adventurers but if the characters are going to succeed on their own, let them. The Watch or Hawks then act as if they did the hard part but witnesses to the events quickly spread the word throughout Mulmaster about who was truly responsible for stopping the cultists.

If the characters spare Doril's life, he is promptly hauled away by the agents.

DEVELOPMENT

When Doril is reduced to 0 hit points, the clouds above Mulmaster are traced with flickering orange flames. Doril cackles that the party is too late: "*Andrik's masterpiece has been completed! Mulmaster shall burn!*"

The characters can easily follow the shouts and the glow of the fires to locate Andrik Gos in the final scene, Molten Masterpieces.

TREASURE

Doril wears a large amount of gaudy, glass jewelry—likely all items that he has made himself. However, as gaudy as they are, his atrocious acts cause his pieces to be highly sought after. The characters discover that they are worth a startling total of 130 gp.

MOLTEN MASTERPIECE

Doril created glass vessels to contain the elemental spirits unleashed by **Andrik Gos's** painting. Andrik's mad energy has suffused the glass creations with enough power to channel and enact the destructive desires of the people who hate and fear the High Blade.

Andrik runs alongside the magmins as they carve a fiery swath through the city.

Ahead you hear cries of terror and the crashing sounds of splintering wood and grinding stone. People rush past you to flee the hellish glow of whatever burns so bright behind them. Rounding a tall building you see a handful of figures, dashing through the street.

The figures look are man-shaped, but appear to be made of red-hot glass, painted in vibrant colors. As they dance down the street, they leave globs of molten glass spitting and smoking on the street.

Running alongside the creatures, Andrik continues to paint them as they move. He places his brush thoughtfully in his mouth before touching it to his pallet and then returning to his art, completely heedless of everything going on around him.

Andrik, a **commoner**, is lost completely in the reverie of his art and does not respond to anyone calling for his attention; he is simply unwilling to stop painting voluntarily. As an action, he can paint a magmin within 5 feet of him, causing it to regain 1d8 hit points.

The four **magmins** lay waste to everything in their path but turns their focus onto the characters if they attempt to take any actions against it or if they attempt to stop Andrik from painting.

ROLEPLAYING ANDRIK GOS

Whatever Andrik was before he became is anyone's guess. Now he is a man possessed. His every thought, desire, and longing is consumed by the movement of a brush on canvas. He is frantic in motion and thought. Nothing else matters.

Quote: "*The flames! I paint the pretty flames!*"

ADJUSTING THE ENCOUNTER

If the party fights the Hawks, here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove three magmins
- **Weak party:** Remove two magmins
- **Strong party:** Add two magmins, increase their hit points to 18
- **Very strong party:** Add four magmins, increase their hit points to 22

DEVELOPMENT

Unless the characters flee the scene quickly, the city watch arrives, escorting members of the Cloaks, and attempting to detain those remaining along with Andrik (if he is still alive). If the characters explain what happened, particularly if they explain that Watch members or Hawks were present at the shop and witnessed what transpired, they are instead escorted to Faltn Gos.

Gos vouches for the characters and they are freed. Andrik is released into his uncle's care to be held under permanent house arrest.

In the event the magmins are not stopped by the party, a large contingent of the City Watch, supported by the Hawks and Cloaks, destroy them but only after considerable damage to the city and its residents.

XP AWARD

If the characters spare Andrik Gos, award each character 50 XP.

CONCLUDING THE ADVENTURE

Once word reaches the City Watch about the actions of the characters and the discovery of members of a Cult of Elemental Evil, they are willing to release Kata Brizik as a victim of magical influence rather than being responsible for her own actions.

If their demands were satisfied, Urdun and Faltyn both pay their rewards to the party. If the party failed them or double-crossed them in some way, they have made potential enemies of them, although Faltyn and the Gos family is a more dangerous foe than Urdun.

Assuming he is not killed, Andrik remains insane but his artistry no longer creates the magical effects it once did now that his greatest work has been completed. His talent flickers and then vanishes completely—leaving him despondent and, for the time being, without purpose.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Thug	100
Guard	25
Spy	200
Animated armor	200
Flying sword	50
Fire snake	200
Doril Cire	50
Cultist	25
Magmin	100
Commoner	10

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Saving Zora Tiega Gos	50
Buying Kata time	50
Sparing Andrik Gos	50

The **minimum** total award for each character participating in this adventure is **450 experience points**. The **maximum** total award for each character participating in this adventure is **600 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
Coatroom trinkets and baubles	10
Urdun's lockbox	25
Stolen liquor bottles	25
Hawks' silver rings	20
Metals and gems from gallery	90
Doril's jewelry	130
Reward from Urdun	150
Reward from Faltyn	100

BROOCH OF SHIELDING

Wondrous item, uncommon

This brooch is fashioned to look like a paint brush whose bristles are aflame. A mad cackling quietly emanates from it every sunset. A full description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

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

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

RENOWN

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

DOWNTIME

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

DM REWARDS

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

APPENDIX: MONSTER/NPC STATISTICS

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.

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.

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.

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

FLYING SWORD

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

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

FIRE SNAKE

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The snake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

DORIL CIRE, FIRE CULTIST

Medium humanoid (human), neutral evil

Armor Class 13 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Skills Deception +3, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Dark Devotion. Doril Cire has advantage on saving throws against being charmed or frightened.

Flaming Weapon (Recharges after a Short or Long Rest). As a bonus action, Doril Cire can wreath one melee weapon he is wielding in flame. He is unharmed by this fire, which lasts until the end of his next turn. While wreathed in flame, the weapon deals an extra 3 (1d6) fire damage on a hit.

ACTIONS

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

CULTIST

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

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

ACTIONS

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

MAGMIN

Small elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

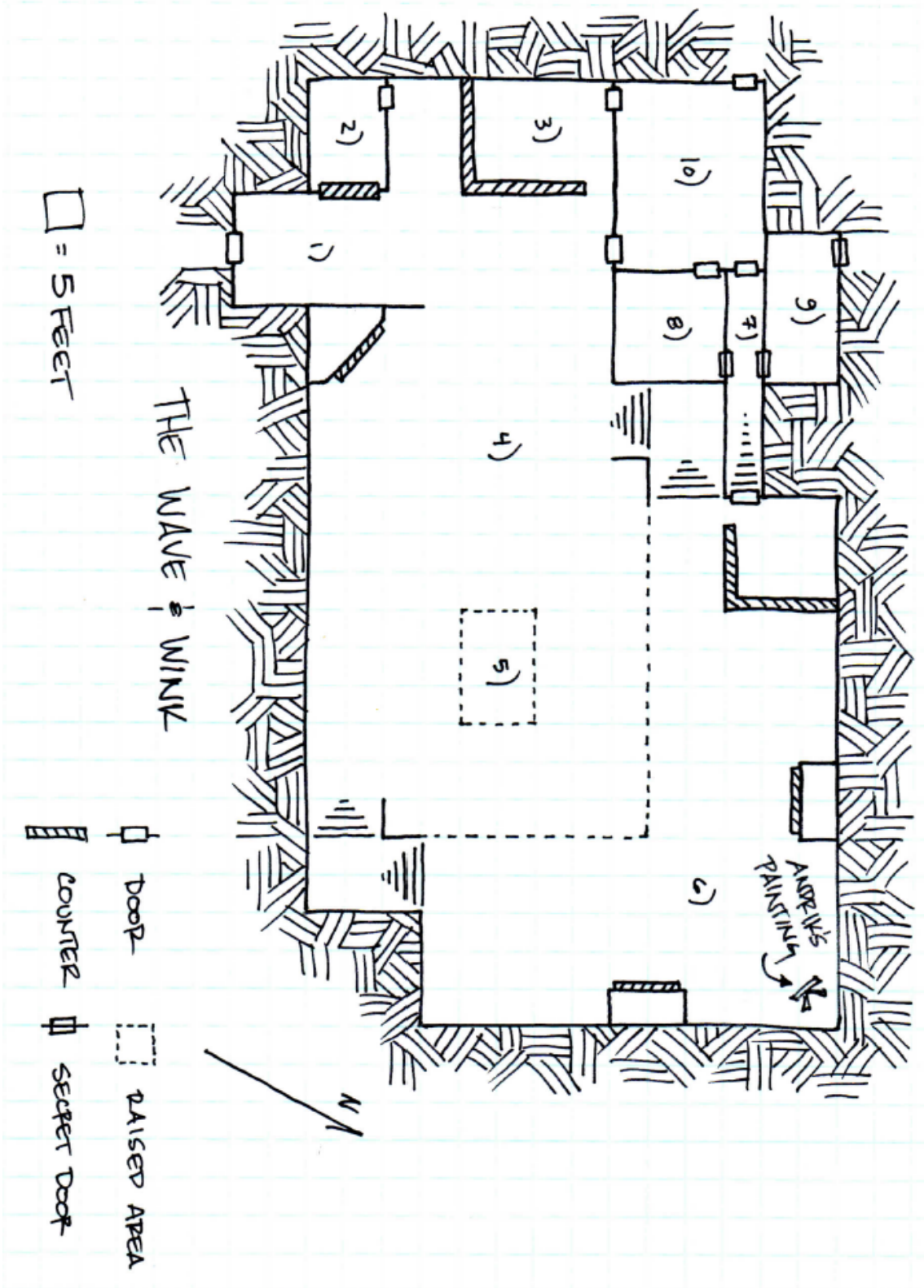
Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

MAP: THE WAVE AND WINK



DM APPENDIX: NPC SUMMARY

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

Zor Faltyn Gos (ZORE fall-TEEN GOSS). Insufferable male human noble. Loves talking about himself, but if afforded the respect appropriate to his station, he is otherwise cordial.

Marim Tem (MAY-rim TEM). Male half-elf trouper. Rumored to know every song ever written. Unfortunately, his reputation has gotten the better of him. He is pompous and arrogant and prone to throwing a tantrum if he doesn't get his way.

Zora Tiega Gos (ZORE-uh TEE-egg-uh GOSS). Female human noble, wife to Zor Faltyn Gos. Surprisingly down to earth and friendly. She adores art, knowledge, and living life to its fullest—a quality that her husband finds embarrassing.

Kata Brizik (KAT-uh briz-ICK). Female human. Wife of Urdun Brizik. Although a talented dancer, she is relegated to managing the day-to-day of the Wave and Wink. Jealous of her husband's flirtations.

Urdun Brizik (ER-dun briz-ICK). Male half-elf. Over of the Wave and Wink. Handsome and flirtatious. Paranoid of being taken advantage or worse yet, robbed.

Azak Throm (AZ-ack THROW-m). Male human. Thayan through and through, Azak is calculating and cunning. He has an immense ego which is tempered by incredible patience. His head is shaved, but he wears none of the tattoos commonly associated with red wizards.

Andrik Gos (AND-rick GOSS). The nephew of Zor and Zora Gos. The typical tortured artist, Andrik's mind is fragile and the boy is easily susceptible to outside influence, as demonstrated in the events that transpire during the course of this adventure.

Melori Ostur (MEH-lore-ee OH-stir). Human male sergeant among the city watch.

Jurina Plem (YUR-ee-na PLEM). Human female curator

at the Ironheart Gallery—a gallery owned by Zor Gos and used to display and sell art. Passionate about art.

Doril Cire (DORE-eel SIRE). Human male glassblower. Member of the Cult of the Eternal Flame. Used his skill in blowing glass to create the magmin that run through Mulmaster, setting the city ablaze.

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.

