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# Indeed, Mulmaster is Undone

A scrap of parchment stirs lazily in the light breeze outside the walls of Mulmaster. The North Road hasn’t seen traffic in two days, and the normally-busy Southroad Keep is nearly devoid of activity. Only a few beleaguered watchmen remain at their posts, as many had fled the earlier devastation.

Mulmaster has been the target of several dangerous and catastrophic plans in the last tenday. Elemental cults, insane and yet somehow still coldly calculating, brought their long-standing plans to fruition: devastation orbs were brought to the city and detonated above locations of great magical power in an effort to bring the elder Elemental Princes into Faerun.

Heroes rose from the city to defend it; warriors and mages came from Phlan; champions from other, more exotic locales did everything they could to mitigate the oncoming war. Some challenged the unhinged Cult of the Howling Hatred by intercepting their motley crew of assembled airships; some plunged headlong into the frigid springtime waters of the Moonsea in an attempt to stem the tide of the Cult of the Crushing Wave; others sought to delve into the plans of the Cult of the Black Earth far below the streets of the city; and some brave souls did their utmost to prevent the Cult of the Eternal Flame from reducing the homes and shops to piles of smoldering cinders.

But even when our heroes do their best, there can sometimes be a cost. While the Harpers and Zhentarim had each been informed that the cults would be bringing one of the devastation orbs into the city, nobody was prepared for the ruse: each cult brought dozens of orbs and was seeking to detonate them in sequence so as to create a worthy sacrifice to their foul lords… that sacrifice being the city and everyone that lived there. Many of the orbs were deactivated, and many more were shunted away from Mulmaster by being sent to other planes of existence. However, for each hard-fought victory that the champions won, another orb would slip past their grasp and explode.

MulmasterAs the dust settled, the grievous cost was made known: the harbor, the heart of Mulmaster and a significant trade artery in the north, was gone. The Lord’s Alliance has some intelligence pointing at an event in the sewers beneath the city, that an orb had detonated and triggered a powerful earthquake, dragging a number of buildings in the earth and draining a large portion of the water. To further compound the trouble multiple elemental devices later detonated, causing huge permanent waterspouts to whip about the inlet and roiling clouds of flesh-melting steam to rise from the surface of the chilly water. No ship is able to enter the remains of the harbor, and even if they could they would still have to contend with the wreckage of the flying flotilla that the Cult of the Howling Hatred scattered from the North Road all the way through the city, across the harbor, and into the Moonsea beyond. Agents of the Emerald Enclave have been working diligently to clear the wreckage, but the vortexes and storms have thus far proven too powerful to dispel. Even the strong arms and backs of the Order of the Gauntlet are being taxed to the extreme in the clean-up process.

What the future holds for Mulmaster is uncertain. With another city rocked by danger, the entire Moonsea region teeters on the brink of collapse; every battle grows increasingly more desperate as the days drag on. The people are cold and hungry, and their primary source of income now lies in ruins across the harbor. As with Phlan before it, the city of Mulmaster is only now realizing that the cities of Faerun will only thrive if they can put aside their historic differences and work together – some dangers are simply too powerful to face alone.

And even now, watchful eyes turn their gaze upon the glories of Hillsfar to the west. A glorious arena and a grand history; indeed, the Hillsfarans are people of great passions…

# The Arcane Edict in Mulmaster

Mulmaster: City of Danger. Struggling under the weight of an oppressive and corrupt government, life is difficult for the peoples of this proud and ancient city. Most people know better than to complain about the hardship however, not only out of fear of reprisal – but because they know life is that much worse for the most hated of Mulmaster’s criminals – Arcane Spellcasters!

While on the surface, Mulmaster’s draconian laws appear punitive; such laws provide a refreshing backdrop for dramatic, roleplaying opportunities rarely seen in other settings. Enforced with totalitarian authority, the Arcane Edict (first presented in the recent State of Mulmaster article) is designed not to punish players, but to challenge them to find creative and unorthodox solutions to common problems – or suffer the consequences.

With that being said, many players and DMs are justifiably concerned how to fairly adjudicate the Acane Edict. DMs are encouraged to use the Arcane Edict and the threat of reprisal as a tool to increase dramatic tension, but at the same time should remember to reward unorthodox thinking. At times, this might mean leaving the dice on the table, and allowing the party’s actions to succeed. At other times, this might mean a series of dramatic encounters designed to test the party’s creativity, as they attempt to circumvent and/or escape the clutches of the ruthless Brotherhood of Cloaks.

While DMs should never completely remove the threat of failure, they should remain mindful not to wield the Arcane Edict as a blunt instrument. Adjudicating the Arcane Edict requires a certain degree of finesse. Ruled too leniently, and it removes the implicit threat and reduces dramatic tension. Ruled too harshly, and it becomes punitive and undermines player enjoyment at the table.

This article serves to offer suggestions and guidelines to aid DMs and players alike in adjudicating the Edict, with the goal being that its enforcement enriches your gaming experience, and helps to create dramatic stories which will be told and retold for decades to come!

The Perils of Policing other Characters

One of the greatest concerns surrounding the Edict is that it appears to encourage and support interparty conflict, especially between party Cloak and non-Cloak spellcasters. On the one hand, Cloak characters swear an oath to report any illegal spellcasting they witness within the Zhent Ghettos, or the city of Mulmaster itself.

While Cloak players may feel their position and the threat of a fate worse-than-death gives them license to police other players, such players must be careful not to undermine the enjoyment of other players at the table. Likewise, non-Cloak players may see this as an opportunity to troll the Cloak character in an effort to get them to violate their oath, and thereby suffer the consequences for doing so.

This is a delicate situation which must be handled with maturity, and tact. As stated on page 21 of the Player’s Guide:

“Just because a player has a character with a darker side doesn’t mean that player has a license to make the game less fun for other players at the table. Players are encouraged to have their characters work together despite their differences; a little competition is fine, as long as it stays fun for everyone involved and doesn’t result in other players getting shut out of the experience.

If a DM or another player feels as though a player is creating an uncomfortable situation through the excuse of “it’s what my character would do”, the DM is free to give the offending player a warning for disruptive behavior, and if it persists, ask the organizer to remove the player from the table”

This rule puts both players and DMs in a difficult situation with no easy answers. However, the situation is not as monochrome as it at first appears. First and foremost, the city of Mulmaster, and all of its draconian laws – are intended to serve as a backdrop for riveting storytelling, and create a sense of dramatic tension within the city, setting it apart from other settings in Faerun, and beyond.

Adjudicating the Edict

While the Laws of Mulmaster are absolute, at their heart – these laws are nothing more than a tool which DMs can manipulate to increase dramatic tension, and to create a sense of elevated risk which the party must factor into their characters decisions.

With serious consequences for getting caught, DMs are encouraged to abuse this tool in order to leave players feeling on edge, and fearing real and genuine risk for their characters – regardless of whether they are members of the Cloaks or not. Unlike most settings, adventuring in Mulmaster should leave players jumping at every shadow, and feeling threatened at all times. At the same time, DMs should only use this tool in the spirit of enjoyment, and not take them to an adversarial extreme.

To that end, DMs are encouraged to use any (or all) of the following strategies when adjudicating the Arcane Edict, as each one provides varied opportunities to manipulate the danger for which Mulmaster earns its moniker.

Witnesses: Decades of arcane repression have instilled a genuine fear and hatred of arcane magic amongst its citizenry. In a city rife with corruption, players should feel as if a dozen eyes follow their every move, and should be left wondering if every beggar on the street is secretly an informant of the Hawks, Cloaks, or both.

With that being said, witnesses to a characters illegal spellcasting may not always be available, and even then – some witnesses may not report the incident for a variety of reasons. Such reasons include (but are not limited to):

Rebellion against a corrupt authority

Being open to bribery

Falsely believing someone else will report the crime

Fear of being “questioned”

Fear that the perpetrators themselves would have them killed

Or out of loyalty to the characters due to past service.

Reporting the Crime: While loyal citizens will report any illegal spellcasting they witness as accurately as possible; in a city known for its corruption – reporting the crime does not automatically mean that the offending character will be arrested.

From corrupt guards who are easily bribed, to citizens and guards which give vague, conflicting, incomplete or inaccurate accounts of the crime and/or perpetrator(s), there are a variety of reasons why the offending character may not be immediately arrested.

Even in situations where the crime is witnessed by a Cloak, Noble, or other city official, the character may still get away with their crime:

The official may be corrupt, and deliberately give a false report – pinning the blame on a rival competitor in an effort to advance politically.

They might secretly be a Harper which has infiltrated the cloaks, and chooses not to report the crime out of a sense of justice.

The official might be corrupt, open to bribery, or may see it as an opportunity to blackmail the party

The official may procrastinate, and deliberately (or negligently) delay in reporting the crime; etc.

This of course assumes that the official witnessed the crime accurately. Like other witnesses, even loyal officials are not always privy to all details of the crime, and at times may only have an incomplete description of the crime/perpetrator with which to make their report.

In all such situations the DM should stress how lucky the character is for having narrowly avoided being arrested.

Heightened Security (and other Near Misses): Illegal spellcasting should be reported on a regular basis, but not all reported spellcasting should involve the characters. Should a character be caught casting spells illegally, DMs are encouraged to use the opportunity to increase dramatic tension by overt increases in security through a variety of methods including:

More frequent Cloak Patrols and check-points.

Arrest warrants for characters, NPCs, and other perpetrators which vaguely resemble a character placed prominently around the city.

Cloak operatives publicly questioning witnesses as they attempt to track down unidentified perpetrators.

Cloak operatives arresting everyone who meets a vague description of a character.

Reports of witnesses being tortured during interrogation

Seeing punch-happy guards assault low-level mages, or the characters themselves.

Or having the “false” culprits arrested and sentenced publicly, and with extreme prejudice.

Getting Caught: In the event that a player Cloak is accurately identified, allow the players every opportunity to avoid/confront the authorities, in an attempt to escape (if time permits). While DMs can issue arrest warrants at any time, DMs are strongly encouraged to conduct arrest attempts and/or sentencing in the last 10-15 minutes of a session, so as not to leave the player unable to participate in the remainder of a session. If time permits, or players are willing – feel free to increase the time available to conduct these encounters, but be mindful that such encounters do not interfere with adventure pacing.

Sentencing: As stated in the State of Mulmaster article, players have several opportunities to avoid sentencing. If this is the characters first infraction, the character should be offered an opportunity to join the cloaks and pay a fine of 200gp x level of the spell. Failing that, if the party includes a rank 3 Harper, the player may be released unharmed. Finally, you could always give players an opportunity to stage a jailbreak. If all else fails, the player willingly and knowingly cast an illegal spell, and should face the full consequences of their actions.

In Conclusion

While the threat of arcane sanction remains ever present, the threat of interparty conflict or serious harm to a non-Cloak character as a result of their spellcasting activities is marginal. Players and DMs alike should treat their “illegal spellcasting” as an opportunity for riveting storytelling, and should explore the ramifications in its totality. It is situations such as this that make for epic gaming stories. Stories that are likely to be told years if not decades to come.

# State of Mulmaster – есть перевод

“They say our motto is ‘Take what you can, when you can, because who knows if you’ll see tomorrow.’ I’d prefer something a bit less grim, but I’m too busy getting what’s mine to think of one. ”

-Zor Andrik Gos

With mountains on three sides and the Moonsea on the fourth, the city of Mulmaster is cold and windswept. With snows frequent, there is little natural greenery except where the rich can afford it. In this bleak landscape rose one of the most powerful cities of the Moonsea. The rich luxuriate in the benefits of their station, while the poor suffer in fear of their betters and the tyranny visited upon the citizenry.

The story of Mulmaster began in 934 DR when a fortress was built on the River Lis at the end of the North Road in order to watch over trade flowing to and from the Moonsea and the Vast. Under the guidance of the sorcerer-king Nesker, Mulmaster grew to an aggressive state until 1317 DR, when Nesker was killed and the first High Blade, Amdrauth Telsnaer, took control of the City. Amdrauth issued the Edict of Arcane Banishment, making arcane magic illegal in the City. After Amdrauth, Mulmaster would see a quick flurry of High Blades, each taking power after assassinations and other mysterious circumstances. It was a time of turmoil, where much of the politics and culture of Mulmaster developed to what it is today.

The Recent Past

In 1348 DR, Selfaril Uomdolphin assumed the position of High Blade. Selfaril was a strong ruler with a firm grip on power and a deadly jealous twin brother. It is not known how, but in 1368 DR, it is rumored that Sefaril was replaced by his brother Rassendyll. Whether it was Rassendyll in the guise of Sefaril, or Sefaril himself, a pact was forged with Fzoul Chembryl to forming an alliance with the Zhentarim in order to strengthen Mulmaster and oppose the Red Wizards of Thay. This would lead to the rise of the church of Bane in Mulmaster and further crack downs upon those who practice arcane magic.

The alliance crumbled in 1383 DR when Zhentil Keep and the Keep of the Raven were destroyed by the Shadovar. Fleeing the powers of Netheril, a large number of refugees arrived on Mulmaster’s docks. Unwilling to aid their allies when the alliance no longer had anything to offer them, the Blades of Mulmaster relegated the refugees to a piece of swampy land outside the southern wall, where the refugees where heavily taxed for the right to the relative safety afforded by proximity to the nearby City. When Zhentil Keep was eventually rebuilt post-Spellpague, many of the refugees tried to return to their ancestral home where they quickly discovered that those who had stayed viewed the migrants as Mulmasterites and ordered them to return to their adopted city of Mulmaster.

During this time, the government of Mulmaster took its current shape. Forty-nine noble families vote on who is nobility and who is not, keeping the number of families to exactly forty-nine. Each family is lead by a Lord (whether male or female), and all other members of the family are referred to as Zor (male) or Zora (female). The Lords elect sixteen of their number to become Blades, and in turn the Blades elect the High Blade who rules the City. The latest High Blade is Jasseen Drakehorn, who struggles to maintain her authority against threats from abroad and within. Jasseen has reaffirmed Bane as the patron of Mulmaster and has built a wall around the Zhent Ghettos, effectively making them a part of the city, if not officially claimed.

The High Blade’s latest problem is the influx of refugees from Phlan. At the advice of the Council of Blades, she has allowed the Phlan refugees access to the Ghettos rather than turn them away. The nobility sees the refugees as a desperate source of cheap labor that are not yet the rabble-rousers the Zhentil Keep refugees has become. For the moment, the Phlan refugees have found a home, but for how long remains to be seen.

Mulmaster Today

The people of Mulmaster are pessimistic about their lot and attempt to overcome their trials with fierce determination. They work hard, always looking for any edge to advance themselves in the corrupt city. When the time comes to break from their hard work, they take pride in their family and enjoy celebrations with wild revels that include sumptuous banquets, strong tavern drinks, hot-blooded duels, flirting or gossiping in dance-houses, gambling at the Gate of Good Fortune and even darker entertainments found in shadowy corners of the City.

The strength of Mulmaster is in its control of trade. It sits at the end of the major land and sea routes north to the Moonsea. It controls no farms and very little land beyond its valuable sea frontage. Recently, the High Blade has expanded her influence and reclaimed the iron mines at Point Iron by constructing of a fort there. However, this city of 50,000 rests in is careful balance of the different power groups, a balance the refugees of Phlan and the Factions seek to tip in their favor.

The noble Lords and the Blades have control of the law and by extension are immune to most of it. Their word is iron and no one, not even the clergy of Bane, can cross them. Bribery, intimidation, tyranny, and outright murder are the tools of their trade and they wield them without pause. Given that position among the nobility is fluid, many of the wealthiest middle class families are constantly on the lookout to supplant a noble family past its prime. Otherwise, the Blades maintain their control of the populace through the threat of the Cloaks, Hawks and Soldiery.

From the Tower of Arcane Might, the Brotherhood of the Cloak watches for arcane threats to the rule of the High Blade. Formed as part of the Edict of Arcane Banishment, all practitioners of magic in the City who are not emissaries of a foreign power (such as those in the embassy of Thay) are watched closely, and those that use their magic are punished severely, unless they have joined the Cloaks and sworn to protect the rule of the High Blade from all threats. Cloaks are frequently detailed to lend magical assistance to the Watch and the Soldiery. The Harpers have been seeding their operatives into the Cloaks, but how they have avoided the magical tests of loyalty remains unknown.

The Hawks are the secret police; the terrifying bogeyman that watches all that happens and carries out nighttime raids against those who harbor seditious thoughts, commit acts of sabotage, or otherwise threaten the stability of the regime. The Hawks are the best of the Mulman forces and execute the Blades’ secret plots without ever being seen. The Lords’ Alliance seeks a pact with the Hawks.

The Soldiery is Mulmaster’s army and navy, a proud force that is richly rewarded. Military service is highly valued among the middle and upper classes and seen as a way out of poverty for the lower classes. Members of the Soldiery take an oath of loyalty and service that is the foundation of their honorable brotherhood, and this group may be the only one where corruption is extremely rare. The fairness of the Soldiery is why its members are frequently called on to judge duels between those of noble birth. The Order of the Gauntlet seeks to work closely with the Soldiery.

The City Watch is made-up of those who were unsuited for a career in the Soldiery due to their stupidity, laziness, or a volatile nature. Members of the Watch are corrupt bullies who prefer brutal beatings and bribes to seeing any justice done. They are more dangerous to the average citizen than most criminals, and they are often overlooked as unimportant when considering city politics.

The masses living in the Zhent Ghettos are natural allies of the Zhentarim. Heavily taxed by the nobility and abused by the Watch, they have nowhere else to turn but the Zhentarim, who control much of the crime in the area. The Zhents have started organizing the workers and rhetoric favoring the Zhentarim over the Blades is becoming more commonplace. While not individually powerful or wealthy, there is a significant strength in the poor’s numbers that could threaten the power of the Blades if the Zhentarim decide to turn their wrath against the rest of the City.

Religion in Mulmaster

Religion is not a major factor in the life of the average Mulmasterite. Most are too self-centered too worry about the plight of others and too corrupt or greedy to consider donating to a temple. Nevertheless, there are several temples and shrines in the City of Danger. The shrines of Mulmaster are generally not tended and do not offer spellcasting services unless a cleric is specifically mentioned in a particular adventure.

With the return of Bane, The Black Lord’s Altar has been rededicated and Bane has been made the official religion of the City. The High Blade herself is a paladin of Bane and was raised from a young age by the High Imperceptor, Jorrul Missen. There is no clergy more powerful in the City, and those seeking to get ahead in the complicated social circles of Mulmaster frequently worship here.

The High House of Hurting and the faith of Loviatar are extremely popular among the decadent nobility and the youth. Two decades ago, the High Blade ordered the debauched and depraved Palace of Revels to be bricked up beneath the Tower of the Wyrm. The priests of the Maiden of Pain have been only too happy to take the Palace’s place by offering some of its more morally questionable services.

The High Hall of Swords serves those who pray in Tempus’ name. It is popular with the Watch and those members of the army in the Soldiery. Those guilty of cowardice while fighting in the City’s name will find their rotting heads impaled on the spikes that decorate the battlements of the temple.

As a temple devoted to the gods of magic, it is no surprise that the Tower of Mysteries forms a sprawling complex with the Tower of Arcane Might. The Tower of Mysteries includes small temples to Leira, Velsharoon, and Savras, as well as a shrine to Mystra (whose worship is illegal within the City). Since only Cloaks and visiting dignitaries are allowed to practice magic in the City, anyone entering the Tower of Mysteries can expect to be confronted by one or more Cloaks demanding to see the worshipper’s papers. Only those who have officially sworn to not cast arcane magic in the City, are acknowledged dignitaries, or are members of the Cloaks may pass. Everyone else will suffer further, intense scrutiny.

The Gate of Good Fortune is both a temple and a casino. Lord Priest Wylan Burral (the jovial brother of taciturn Aleyd Burral, a Knight of the Black Fist from Phlan) maintains a small congregation. However, the casino is one of the most popular destinations for the wealthy and the desperate. Risk taking appeals to Mulman sensibilities, and thus Tymora is the only Good-aligned deity with a temple in the City.

The House Built on Gold has only recently been rebuilt and rededicated at the direction to the iron merchants of Mulmaster, chief among them Lord Ninyon Gos. The work to fully restore this temple of Waukeen is ongoing. Backed by the rich nobility and the craftsmen’s guilds, it is likely to see completion within the year. In addition to religious services, the temple has also opened a bank that offers less usurious loans than the nobility, and with less likelihood of bodily harm than those available in the Ghettos.

A shrine to Lathander rests atop a hill near the south side of Southroad Keep where the rays of the sun first rise over the shadowed walls of the City. This untended shrine is frequented by the poor asking for the blessings of Lathander to shine upon them, as well as those leaving the City and traveling south.

Opposite Lathander’s shrine, on the northern side of Southroad Keep, is a dismal fly-ridden shack with the claws of predators and the wings of birds of prey nailed to its walls. Those who hunt in the mountains stop here to honor Malar, the Beastlord. Other than the occasional hunter, this shrine is often empty.

The shrine to Mask stands openly in the street, not hidden away as one might expect. Mulmasterites venerate Mask as the King of Guile, who gets ahead by his wits and skill rather than just accepting his lot. The shrine takes the form of a changing chamber built to look like a cloaked and masked two-faced figure of 12 feet tall. One face is a man, the other a woman. Worshippers enter on one side by pulling the corresponding “arm” of the figure of one side, passing through, and exiting the other side. Custom dictates that worshippers must be masked and costumed when entering and must exchange mask and costume for another when exiting. Thus, in theory, no one knows who is worshiping at the shrine. There are always over a dozen costumes inside the shrine and traditional favorites rotate in and out as individuals take it upon themselves to repair or replace them.

The shrine to Talos is on the rocky, storm-battered shore outside the walls. Those who would offer the Stormlord praise gift him with a piece of driftwood, adding to a precarious towering pile that is set aflame at the end of every month. Climbing the precarious tower before the flames or dancing closely around the teetering mass as flaming logs fall are common ways to show one’s faith.

The shrine to Umberlee is on a bridge whose balustrade bears the sculpted furious face of a woman through whose gaping mouth the River Lis drains into the waters below. The shrine is called the Last Drop as it is customary for Mulmasterites attempting suicide to sacrifice themselves to the Bitch Queen by plunging over the side. This shrine is tended by Rydah the Storm Smoother and is popular with common sailors and the naval members of the Soldiery. Its congregation is the largest of any of the shrines, and may soon achieve the status of a temple.

# The Brotherhood of the Cloaks - Rules for the D&D Adventurers League

After decades of being outlawed, arcane magic is universally hated in the City of Danger. The people hate it, the nobility fear it, and the Cloaks constantly hunt for it. As such, it is difficult for characters that practice arcane magic to function in the City. The following rules apply for D&D Adventurers League adventures that take place in Mulmaster. This includes all season two Expeditions adventures. If you have already played some season two Expeditions adventures with a character and would have liked your character to join the Cloaks during one of them, you may retroactively pay the required costs and join and advance immediately by noting it on your logsheet. This could allow you to gain ranks retroactively by spending costs for those season two Expeditions adventures you have already completed.

Definition of Arcane Magic

At the time of the writing of this article, arcane magic includes those spells cast by arcane tricksters, bards, eldritch knights, sorcerers, warlocks and wizards (page 205, Player’s Handbook), but not spells cast from scrolls or racial abilities. This list should not be considered exhaustive; it is possible that future supplements may add to it.

The Edict of Arcane Banishment

Seeing the power of the sorcerer-king Nesker, Amdrauth Telsnaer officially banished all arcane magic upon becoming the first High Blade. All arcane magic and its practitioners are effectively illegal in Mulmaster and the Zhent Ghettos, though there are some exceptions:

Upon entering the City, those who openly declare themselves as arcane practitioners may take an oath to cast no spell while in Mulmaster. Doing so gives the oath-taker access to the City, but those who break the oath are usually summarily executed.

Foreign dignitaries can be granted exemption from the Edict if the High Blade deems it appropriate. The Red Wizards of Thay are one such exception. So far, the people of Phlan have been denied such status.

While still technically illegal, apprentices are not considered overly dangerous and their spellcasting is often over-looked unless it is directly witnessed by a city official or is used against a citizen from the middle class or higher. Therefore, characters with less than four levels of classes that can cast arcane spells receive warnings from the Cloaks and are recruited to join them, rather than being punished on the Getting Caught and Sentencing charts below. Arcane tricksters and eldritch knight begin counting from the first level where they can cast spells, not the first level in rogue or fighter. Nevertheless, members of the Watch are not trained to tell the difference between apprentices and other casters and are therefore likely to beat an apprentice to death if they witness one using arcane magic (DM’s discretion).

Arcane casters with four or more levels of classes that can cast arcane spells who have not taken the oath to avoid using magic have six months to swear allegiance to the High Blade and join the Cloaks, or they will be banished. Note that they still may not use illegal magic during this time. The exact amount of time actually allowed varies significantly in practice. In any adventure in Mulmaster in which an arcane caster participates after his or her first adventure, if the character has four or more levels in classes that can cast arcane spells, the character might be arrested.

Although the Zhent Ghettos are not officially part of the City, they are generally treated as such and the Edict of Arcane Banishment applies and is enforced there as well.

Hiding Your Casting

It is possible that your character might decide to cast an arcane spell anyway. In order to distract witnesses from the casting or to make them think a magic item was used, as a Bonus Action a character may attempt a Charisma (Deception) or Dexterity (Sleight of Hand) skill check (player’s choice) with DC equal to 8 + the level of the spell being cast. If the character fails his or her check and the DM rules that there is a witness, the character will be receiving a visit from the Cloaks.

For example, Wilse is a 5th-level wizard who attempts to cast a magic missile at a thug that has jumped him in the Zhent Ghettos. He wants the spell to have a little extra punch, so he casts it using a 3rd-level spell slot. Not wanting anyone to rat him out to the Cloaks, he tries to do it without anyone realizing he used magic. The DC for his check is 11 (8 + 3).

Punishment

Casting on the streets of Mulmaster is dangerous. Given their indoctrinated fear of magic, the people of Mulmaster are likely to report your character if they see him or her casting arcane spells. Characters seen casting an arcane spell will likely suffer severely, particularly if the spell was used against a citizen, rather than a refugee or foreigner. Except as detailed above regarding apprentices, the DM should use the charts provided in the side bar to determine what happens if your character is seen casting an arcane spell. If the character resists capture or punishment, the DM should determine the appropriate outcome based on the players’ plan and the situation. Remember that Rank 3 Harpers can use the Arcane Amnesty downtime activity to receive advantage on social checks to exonerate a character.

Getting Caught

If the spell was cast in the presence of a city official proceed directly to Sentencing below. Otherwise, roll 1d20+the level of the spell cast and consult the chart below. When multiplying to determining the cost of a bribe, a cantrip counts as 1st-level spell.

1-5: The witness or witnesses decide not to get involved. You are lucky.

5-10: The witness or witnesses see an opportunity. For a collective bribe equal to the value of the spell level \* 10 gp, they are willing to leave well enough alone.

11-15: The Watch is called and arrives (when the DM determines; often at the end of the adventure) to arrest the offender. For a bribe equal to the value of the spell level \* 100 gp, the Watch members are willing to ignore this offense. If the bribe is paid, add five to all Getting Caught checks made for the rest of the Adventure. If the bribe is not paid, the character is arrested. Move to Sentencing.

16-20+: A team consisting of members of the Soldiery and a Cloak arrive. The refuse any bribes. The character is arrested. Move to Sentencing.

Once the character is arrested, here are two ways a character might be saved from Sentencing. The character may immediately join the Cloaks and pay a fine equal to the value of the spell level \*200 gp. If the character does not have the gold to pay the fine, they must pay the balance of their monetary wealth (not gear). If the character is unwilling to join the Cloaks, he or she may still be saved from Sentencing if a Rank 3 Harper at the table uses the Arcane Amnesty downtime activity by spending 1 downtime day per level of the violating spell to plead the character’s case. If the character is unwilling to join the Cloaks and a Rank 3 Harper is not available or will not or cannot spend the downtime, proceed to Sentencing.

Sentencing

Roll 1d20+the level of the spell cast and consult the chart below to determine how the Magistrate rules in the character’s case. If the offending spell(s) targeted a member of the nobility, add 10 to the roll. If the character has the Mulmaster Aristocrat background, or has the Noble background and is from Mulmaster, subtract 10 from the roll. If the character has been previously banished from the City, add 15 to the roll. When multiplying to determine the cost of a fine, a cantrip counts as 1st-level spell.

3 or less: Amazingly, due to a technicality or a missing witness, the Magistrate finds you not guilty. After a warning, the character is free to go.

4-6: The character is ordered to pay a fine equal to the value of the spell level \*200 gp. If the character cannot pay the amount of the fine, treat the result as a 7.

7-9: All of the character’s money (but not gear) is seized. The character is beaten into unconsciousness and banished from the city. The character starts his or her next adventure at half of his or her normal maximum hit points.

10-12: All of the character’s money (but not gear) is seized. The character is imprisoned for a period equal to the spell level \* 10 downtime days. The character is beaten into unconsciousness and banished from the city. The character starts his or her next adventure at half of his or her normal maximum hit points. If the character does not have the required downtime days treat the result as a 13.

13-15: The character is deemed a threat to Mulmaster. His or her hands are cut off and cauterized with a brand. The character is beaten into unconsciousness and banished from the city. The character starts his or her next adventure at half of his or her normal maximum hit points. A character whose hands have been cut off in this manner may spend 10 downtime days to find a local cleric willing to cast regenerate to restore them for 1,525 gp.

16-18: The character is publicly executed by hanging. His or her body and belongings may be reclaimed by friends or family and he or she can be raised from the dead.

19-21: The character is publicly executed by being drawn and quartered. All of the belongings and wealth on the character’s person are claimed by the City. The pieces of the character’s body may be reclaimed by friends or family and the character may be raised from the dead.

22+: The character is publicly burned alive. His or her remains are then quietly scattered in the Moonsea to prevent his or her return from the dead. A cleric of Bane curses the character’s soul to torment in the Nine Hells. All of the belongings and wealth on the character’s person are claimed by the City. The character can only be returned from the dead using a true resurrection spell cast by another character during the session in which the Sentencing roll was made.

Joining the Cloaks

Instead of worrying about the punishments for using magic, arcane casters may choose to join the Brotherhood of the Cloaks. Characters that do so must swear to defend the rule of the High Blade, protect Mulmaster from the incursion of arcane magic and uphold the Edict of Arcane Banishment. Those that are caught violating this oath are burned alive (as a result of a 22 on the Sentencing chart). Being a Cloak costs the character 3 Downtime Days per Mulmaster adventure played, and the character must maintain a wealthy lifestyle for that downtime. All season two D&D Expeditions adventures (DDEX2-X) are considered Mulmaster adventures.

Joining the Cloaks is not without its benefits. All Cloaks receive a square medallion that denotes membership in the Brotherhood. This medallion gives the character advantage on social skill checks made with officials of Mulmaster (DM’s discretion). For each Mulmaster adventure played, the character gains one rank in the Cloaks organization. DDEX02-01 City of Danger counts as 1 adventure regardless of how many mini-adventures played. For each To Wear a Cloak favor the character has, he or she also gains an additional rank.

Benefits of the Brotherhood of the Cloaks

Benefits are cumulative. Characters start at Rank 0 upon joining the Cloaks.

Rank 0: The character is permitted to cast 1st through 3rd level arcane spells in Mulmaster, and any order of banishment previously issued regarding the character is rescinded.

Rank 1: The character receives spellcasting services for him- or herself (only) at the Tower of Mysteries as if he or she had the Shelter of the Faithful background feature. If the character already has this feature, the services are extended to the character’s allies as well, even though they would not normally be permitted inside.

Rank 2: The character is permitted to cast 4th and 5th level arcane spells in Mulmaster.

Rank 3: The character may obtain one spell scroll of a 1st level spell on the character’s spell list found in the Player’s Handbook, to be used during the adventure. This choice may be made before the start of the adventure or if the player desires, during the adventure if it takes place in the city of Mulmaster. If the scroll is not used during the adventure, it must be returned. If the character does not use the spell during the adventure and is personally capable of copying it into a spellbook, the character may do so. The character may not give this scroll to another character.

Rank 4: The character is permitted to cast 6th level arcane spells in Mulmaster.

Rank 5: The character’s lifestyle costs in Mulmaster are decreased by half of his or her Rank (rounded down).

Rank 6: The character is permitted to cast 7th level arcane spells in Mulmaster.

Rank 7: As Rank 3, but the character may obtain a spell scroll of up to a 2nd level spell.

Rank 8: The character permitted to cast 8th level arcane spells in Mulmaster.

Rank 9: As Rank 3, but the character may obtain a spell scroll of up to a 3rd level spell.

Rank 10: The character is permitted to cast 9th level arcane spells in Mulmaster.

# Perilous Gateways - Portals of the Moonsea - Mulmaster Portal // 1370

By Skip Williams

Like the portal at Zhentil Keep described in the second part of this series, the rulers of Northkeep built this portal long before there was any permanent settlement at the site of the current city of Mulmaster. The portal was built here for many of the same reasons the Zhentil Keep portal was built where it was: the area was a well-used campsite on a major caravan trail that also offered a safe anchorage for ships from Northkeep. The site also gave the Rulers of Northkeep quick access to the eastern end of the Moonsea and a jumping-off place for operations in the Earthspur Mountains, Cormanthor, and the Vast.

The portal and the subterranean vault containing it also were similar to the Zhentil Keep portal. The vault was located near the Moonsea shore, well up the mountain slope that marks the site of the current city. As in Zhentil Keep, the vault had a secret entrance disguised as a huge boulder. Also like the Zhentil Keep portal, the vault had a well, sleeping niches, and storage areas for supplies, and a second secret door hid the portal itself, which was physically identical to the Zhentil Keep portal.

map

Also like the Zhentil Keep portal, this portal was lost after the fall of Northkeep, only to be rediscovered in later centuries as the people of Mulmaster built their city. Unlike Zhentil Keep and Phlan, Mulmaster has not suffered successive waves of destruction and rebuilding, and the vault containing the portal still lies at its original depth of about 20 feet below the surface. The area where the vault lies now serves as Mulmaster's commercial district, and a multistory building stands at the site. The building's upper floors house a mixture of working folk, scholars, and young professionals and craftworkers who have not yet established themselves in their professions or trades firmly enough to have their own business or homes. Several of the residents are junior Cloaks of Mulmaster (see page 161 in the Forgotten Realms Campaign Setting). The building's ground floor contains several small shops, including a scribe, a lampmaker, a tailor, and a bookbinder.

Below the ground floor is a basement with a separate section for the shops above. Each shop has its own staircase to its basement. The vault with the portal is below the scribe's shop, and the vault's entrance is hidden behind a fairly new secret door. The vault looks very much as it did during the Northkeep years, except that the well has been converted into a staircase that connects to an underground passage that leads to a warehouse down at the harbor.

Like the portal at Zhentil Keep, this portal here is behind a secret door, is keyed, and can be activated only once a day. The key is a knock spell, and the user also much touch the portal with a coin minted in Northkeep and must specify a destination: home (Northkeep), west (Zhentil Keep), or north (Phlan) spoken in Damaran. Failure to use the coin or specify a destination originally sent the user into a holding cell; however, this cell has since collapsed. Today, someone using the portal incorrectly causes the portal to malfunction (see Table 2-2 in the Forgotten Realms Campaign Setting).

The scribe, one Avehola Longfingers, owns the building and also is a Cloak. Avehola has kept the existence of the portal secret, but never used it much until the vampire Podel from Zhentil Keep (see the second part) began experimenting with the portal he controls. Now, Avehola actively imports undead that the lich Akempus makes below Northkeep (see part 1). Thus far, Avehola and her customers are satisfied with their undead servants, but they do not suspect that the creatures might turn on them someday.

How to Incorporate the Mulmaster Portal Into Your Campaign:

The player characters are hired to help guard a shipment leaving Mulmaster for some locale north of the Moonsea. Unknown to the PCs, the shipment actually contains a gang of undead (mohrgs and zombies). This fact is revealed when a mishap releases the undead.

When visiting Mulmaster, the PCs find themselves suddenly confronting a gang of undead. The creatures were put to work at some menial task within the city, but they strayed from their work site.

A senior Cloak approaches the PCs while they are visiting Mulmaster and asks for some help with a matter of some delicacy. It seems that the Cloak Avehola Longfingers has gotten herself involved in some sort of smuggling operation. It's nothing truly suspicious or sinister, but it is a matter for concern and one best investigated quietly by outsiders who cannot be accused of having any partisan interests in the matter.

# Mulmaster and the East // 1370, есть перевод в Тайнах Лунного Моря

There is a new order in Mulmaster -- my order. For too long, we have allowed ourselves to be second to powers like Zhentil Keep and Hillsfar. Under my guidance, Mulmaster will soon rise to become the dominant force in the Moonsea!"

-- High Blade Rassendyll "Selfaril" Uoumdolphin

Geographical Overview

From the sea, Mulmaster looks captivating enough. A pirate once likened it to a gleaming pearl washed up on shore. Gabled rooftops, slender alabaster towers, and a thicket of wooden masts rise up behind the pale gray walls that neatly enclose the harbor and shoreline districts. The city crawls up the slopes of mountains that peak to its south, and set upon these peaks are some of the most majestic spires overlooking the entire Moonsea.

Mulmaster's charm fades quickly as one navigates the overcrowded harbor or passes through the city's fortified gates. Never mind the occasional body floating in the harbor, the dour guards at the gates, or the rotten stench! The buildings nearest the docks are dilapidated and weatherworn, the people here live in squalor, and criminals strike with impunity. Farther up the mountainside, where the air is fresher, hateful fences and intimidating walls separate the homes of the wealthy elite from the ghettos, and desperate beggars are openly berated and beaten in the streets.

The highest spur of land in mountainous Mulmaster is the site of the Towers of the Blade, a sprawling cluster of residential spires where the ruling families of the city abide in luxury. Here the guards are well paid and jovial, the cries of the poor are stifled by the chill north wind, and local law is written with bribes. Cloaked figures skulk about, but their business remains their own. One can easily fall in love with the world from up here, where the air is thinner and the people are fatter.

Mulmaster sits on the edge of a cruel, cold, rugged tract of land dominated by the western Earthspur and Galena Mountains. Although the mountains offer some protection against bitter winds and heavy snow from the north and east, they are treacherous to cross and don't grant Mulmasterites safe and easy passage to the Unapproachable East. Most land traffic from Mulmaster heads south, along a well-traveled trade road that skirts the eastern edge of Cormanthor and plunges headlong into The Vast, east of the Dragon Reach.

Scores of despondent refugees from Zhentil Keep camp in shacks and shanties outside the city walls, relying on the uncharacteristic charity of the city's corrupt nobility. Mulmasterites generally resent and distrust the newcomers, who take food from the mouths of poor city folk and offer precious little in return. Beyond Mulmaster, the eastern Moonsea region boasts little else in the way of settlements apart from a smattering of fishing villages, monasteries, and citadels.

The White River slips between the jagged Galena and Earthspur Mountains, heading east toward Narfell, Damara, and Impiltur. The black basalt fortress known as Ironfang Keep looms over the river's mouth and remains a constant source of worry and consternation among Mulmaster's nobility, although the dark wizards who dwell there have yet to raise a finger toward their corrupt neighbor to the west.

The Campaign in Mulmaster

The quests in this chapter are intended for characters of 9th-15th level. Presumably the PCs will wander into Mulmaster after having spent some time exploring the northern and southern Moonsea regions around Melvaunt and Hillsfar. In all likelihood, they have traded horses and seafaring vessels for teleport spells and other forms of expeditious magical travel, allowing them to hop between these cities as they please.

Mulmaster is a decadent sprawl riddled with crime and corruption. Mulmasterites believe their neighbors plot against them, and the city has long felt isolated from the rest of the Moonsea. Fear breeds intrigue, and nefarious schemes abound in Mulmaster. Characters who come to the city hoping to skirt the intrigues of the Red Wizards and the Zhentarim will be gravely disappointed, since both organizations figure prominently in the quests described in this chapter. Thay and Zhentil Keep have important long-term plans for Mulmaster, and PCs who meddle in their affairs might find themselves caught in the middle or impaled on the business end of an assassin's blade.

Mulmaster is a predominantly evil place filled with evil people. Good-aligned characters should never feel entirely welcome or comfortable here. That said, Mulmaster needs adventurers as much as any city. To keep the PCs interested in Mulmaster (and to keep them coming back), you will need to tread carefully and allow them room to conduct their affairs without interference. If spies and assassins harangue them constantly, their interest in the city will evaporate. To help invest the PCs in Mulmaster, have the city reach out to them occasionally. Establish strong ties between the characters and certain individuals and locations within the city. For example, upon hearing that a new group of adventurers has arrived, clerics at the Temple of Tymora might extend their friendship by offering the PCs discounted healing potions and scrolls. Similarly, characters might bond with a morally ambiguous or morally challenged NPC who doesn't regard them as a threat -- someone who can help them navigate the city's labyrinthine political landscape. Look for occasions to subtly alter the PCs' perceptions of the people who live here. An evil noble might suffer a crisis of conscience and come to them seeking redemption. An assassin hired to eliminate them might spare their lives for no reason other than he admires their willingness to sacrifice all for a city that doesn't deserve their affection. Paint Mulmaster as a city worth saving, and the characters might be persuaded to stay for a time.

In short, there isn't much good in Mulmaster. With good folk in such short supply, evil tends to prey on itself. Several of the short adventures in this chapter revolve around the mounting conflict between the Red Wizards of Thay and the Zhentarim. As the story unfolds, characters will have opportunities to hinder and help both groups through their actions and involvement, even if Mulmaster itself cannot be saved.

# Map of Mulmaster (version 1)

Key;

1.) The Towers of the Blade (Abode of the Blades),

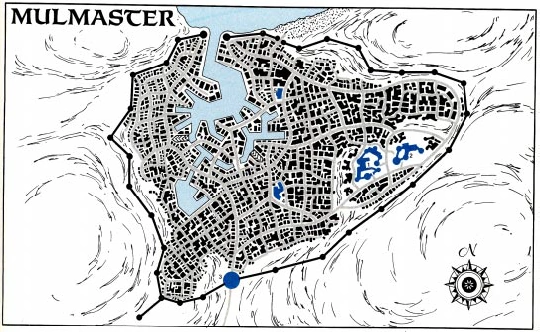
2.) Tower of the Wyvern (Home of the High Blade),

3.) South road keep,

4.) Traveller's Cloak (Inn),

5.) Oxpit Tavern





# Season 2 Narrative - Mulmaster

Originally established as a trading-post, MULMASTER and its oppressed people are now ruled by a council of sixteen people known as BLADES who represent and further the interests of the city's NOBLE LORDS under the guidance of HIGH BLADE JASEEN DRAKEHORN. The High Blade relies heavily upon organizations such as CLOAKS, HAWKS, and THE SOLDIERY to maintain her control over the city; punishing MULMASTERITES bold (or foolish) enough to defy her edicts with exile, torture and death. At the lowest level, the CITY WATCH is charged with maintaining order within the city, but is regarded as little more than a band of government-sanctioned bullies. Above them all, the church of BANE holds sway in Mulmaster, and the High Blade and those loyal to her demonstrate their loyalty to the newly-returned god of Tyranny--all at the expense of its people.

But try as she might, the High Blade's grip on the city is threatened. The mysterious RED WIZARDS OF THAY maintain an embassy within the city, REFUGEES from the recently-sacked town of PHLAN to the north stress the city's food stores, and even rumors surrounding the possible return of the former High Blade, SELFARIL UOUMDOLPHIN, are whispered in the darker parts of the city. All of these troubles, however, pale in comparison to the true threat to Mulmaster. The CULTS OF ELEMENTAL EVIL have taken up root within the city's walls and the city rots from within. Together and in opposition to one another, the cults vie for the creation of DEVASTATION ORBS, created by profane rituals at ELEMENTAL NODES. Once detonated, these orbs will unleash disaster on Mulmaster to a degree never before imagined.

## Elemental Evil: Mulmaster

## Glossary

BLADES. Originally constituted as a means of tempering the amount of control possessed by the High Blade, this council of 16 wealthy nobles has become little more than a group that exists to create, pass, and enforce laws based on the interests of their wealthy constituents.

CITY WATCH. Widely regarded as lazy, inept, bullies; the City Watch is staffed with those who are considered too stupid or otherwise unsuitable for enlistment in the Soldiery. They charged with maintaining law and order at the lowest level, but typically beat wrong-doers to the verge of unconsciousness before throwing them into an alley or the harbor.

CLOAKS. The rulers of Mulmaster hold magic in high suspicion and see its use as a direct threat to their power and the effectiveness of their leadership. As such, the use of magic is regulated and its practitioners watched, controlled and indoctrinated into the service of the city. Any mage who resides within the city is required by law to join the Cloaks upon penalty of exile. Those who refuse to join and are subsequently caught are dealt with harshly; penalties include torture, maiming, and often death.

DEVASTATION ORB. Wildly powerful and equally unstable, these single-use magic items are created in the depths of elemental nodes. Soon after being removed from the node at which it is created, its power is unleashed; causing powerful earthquakes, volcanic eruptions, tidal waves, hurricanes or other catastrophic events depending on the orb's elemental type.

ELEMENTAL EVIL. There are four elemental cults; each serving a different Prince of Elemental Evil devoted to the undoing of the world; reducing it to its most basic elemental states. These Princes are beings of pure destruction and those that worship them are wholly evil (and typically insane) and completely dedicated to their goals.

ELEMENTAL NODE. Typically found in vast subterranean locations, elemental nodes are locations where the boundaries between the material and the elemental planes are thinned using secret knowledge and powerful elemental weapons wielded by one of the four prophets of the Elder Elemental Eye. The core of an elemental node houses an open two-way conduit allowing free travel to and from the plane to which it is connected. The raw energy from the nodes influences their surroundings; becoming reflections of the elemental planes themselves.

HAWKS. The Hawks are a specialized sect of the city's standing army, and specialize in subterfuge and sabotage. While the Hawks are based within Mulmaster, their tasks take them throughout the Moonsea and nearby Dragonreach, where they gather intelligence, and conduct some of the Blades's secret and less scrupulous plots and schemes.

HIGH BLADE JASEEN DRAKEHORN. The High Blade acts as the overall ruler of Mulmaster, acting on the guidance provided by the counsel of Blades. High Blade Jaseen Drakehorn, however, possesses the unquestioning loyalty of most of the Blades and the rest fear her too much to act against her. As such, she is more a dictator than anything else.

MULMASTER. The former trading city exports fish, iron and ores and gems from nearby mines. Its oppressed people live in the shadow of the wealthy in perpetual fear of the Blades and their underlings.

NOBLE LORDS. The 49 noble lords of Mulmaster are appointed by the popular vote of existing nobles when one of their members dies. Though anyone can petition to become a noble, success is typically determined by wealth and lineage. Male nobles carry the title Zor, while female nobles are called Zora.

PHLAN. This once proud city on the northern shores of the Moonsea has recently fallen to Vorgansharax, a green dragon in the employ of the Cult of the Dragon.

REFUGEES. The fall of Phlan has cast a number of its residents about the Moonsea; Mulmaster in particular. The body of a popular Knight of the Black Fist was brought to the city where she currently resides after being raised from the dead by her brother Wylan Burral; a cleric of Tymora within the city.

RED WIZARDS OF THAY. Ruled by Szass Tam, this organization is peopled with wizards, demonologists, and slavers. Their presence in Mulmaster has caused suspicion and distrust in her residents.

SELFARIL UOUMDOLPHIN. A former High Blade who, in 1375 DR was imprisoned within a soulgem by his twin brother Rassendyll Uoumdolphin under the guidance of Fzoul Chembryl. With Selfaril gone, Rassendyll allied the city with the Zhentarim. The soulgem is currently

THE SOLDIERY. The city's army and navy are a conjoined force that defends the city in time of war. Pay is high and members of the Soldiery enjoy benefits above those of the City Watch, but must past rigorous tests of ability and loyalty. Those that excel in these tests further evaluated for enlistment in the Hawks. Members of the Soldiery are competent, effective and are held in regard by the people of Mulmaster.

## Themes

Each adventure must be attached to one or both of the themes below.

Evil in Disguise (Storyline). The Cult of the Crushing Wave begin supplanting the worship of Umberlee with the local fishermen and sailors. Similarly, many miners begin to find their prayers answered by the Cult of the Black Earth. Monks from the Cult of the Howling Hatred enter the city and seek to offer control to the noble families by way of mystical breathing and more bizarre teachings. One of Mulmaster's chief exports is arms and armor, and within the forges of the City of Danger the Cult of the Eternal Flame gains traction with the smiths. Each cult has begun infiltrating the city with two distinct goals; first, the obliteration of Mulmaster through the use of elemental nodes and devastation orbs; and second, to do so before the other cults are able to.

Echoes of the Past (Mulmaster). In 1375 DR, Rassendyll Uoumdolphin--the twin brother of the then High Blade Selfaril Uoumdolphin; and Fzoul Chembryl--an exarch of Bane, plotted to usurp Selfaril and imprison him in a soulgem. With Selfaril gone, Rassendyll assumes the position of High Blade in his stead and, in that capacity, allied the city of Mulmaster with its former enemy--the Zhentarim. Although decades have passed since Rassendyll's rise to (and eventual fall from) power his legacy remains, for in the gem set in the hilt of his sword, the tiniest spark burns with white-hot rage, the rage known only to a brother betrayed by his own blood. Word has begun to spread that the sword has been found and Jaseen Drakehorn and her Blades are worried.

## Mulmaster

Themes: Oppression, Corruption, Mild xenophobia Population: 50,000 in 1479 DR Races. Nearly all the people living in Mulmaster are human. Nonhumans include some halflings and dwarves, but elves, half-elves, half-orcs, gnomes, and others are remarkable sites in the city. Human ethnicity (be it Nar, Turmish, Chondatan, or something else) has less impact on folk's opinion of you than whether you are a native or a foreigner. Foreigners are typically viewed as easy marks or with suspicion.

Culture. The people of Mulmaster are pessimistic dynamos. “Take what you can, when you can, because who knows if you'll see tomorrow,” would be their motto. The harsh landscape and living conditions as well as the history of the city have made Mulmasterites hardnosed, stubborn folk. They are constantly alert for any weaknesses in others, and their minds are always scheming to further their own positions. Mulmasterites are not foolish or reckless, mind you; they are (as a rule) single¬minded, driven, ambitious, and amoral folk.

Mulmasterites set about life with a fierce determination. They push and push to achieve their ends, and die in the trying if need be. Neither zealots nor reckless idiots, they are inexorable, patient, relentless opponents, who wait for and exploit every weakness. It is this spirit that makes Mulmaster such a busy center for commerce, a hotbed of constant industry and intrigue. Mulmasterites love to live well when they can, going to taverns to drink, dance- houses to flirt and dance, and frequenting many other venues of entertainment such as fighting rings (bears vs. dogs, cocks, or people fighting one another), street theater, and gambling at the Gate of Good Fortune.

Crime is rampant within the city and corruption is everywhere. Life is extremely cheap in Mulmaster. The average Mulmasterite is always looking to gain advantage on his or her neighbor, coworker, superior, or shopkeeper.

Despite this cultural climate, Mulmaster is still a prosperous city, and the underclass is generally kept to one side as the wealthy and middle-class citizens delight in the epicurean products of the other cities of the Moonsea as well as far-off lands, and the city enjoys a raucous nightlife, if one knows where to look.

Mulmasterites frequently wear furs to defend against the city's fierce winds, including leggings and “maliskers” (chest aprons) against the cold, with leather gauntlets and boots. Colors of orange, red, green, or gold are common in their clothes.

The Beginnings

Mulmaster began as a trading fortress in 934 DR. Very little is recorded about the city until nearly 400 years later when the ruler of Mulmaster--the sorcerer-king Neskar--was slain and his position assumed by the first High Blade, Amdrauth Telsnaer. His rule would be short-lived, however, and in the 30 years that would follow, both he and seven of his successors would be slain in office until the seat was seized by Selfaril Uoumdolphin.

While there are disagreements on the manner of his replacement, it is commonly accepted that Selfaril was removed from office and replaced by his twin brother, Rassendyll Uoumdolphin, who would later ally the city with Fzoul Chembryl, an exarch of Bane. This collusion would later lead to Rassendyll accepting the assistance of the Zhentarim in establishing his borders and opposing the plots and schemes of the Red Wizards of Thay that operated within the city.

Mulmaster Today

Today, Mulmaster exerts control over little more than its own people; it owns no land, but occupies a strategic position close to the river Lis which allows it to control trade passing through the area. The Blades rule the city on behalf of the wealthy nobles and the church of Bane, and the people are, for the most part, do everything they can to scratch out a living in their shadow. The populace has been conditioned by fear and religion to obey without question, and the rich exploit this.

High Blade Jaseen Drakehorn is on edge; between the slowly-growing presence of the factions in Mulmaster, the ever-mysterious Red Wizards of Thay, and strange goings on outside of the city, have her constantly shifting her attention to stem anything that would threaten her power or that of her church. Hawks have been sent abroad more frequently to ascertain external threats to the city and she has ordered that the Soldiery and the City Watch be increased in size to quell any uprisings or to defend the city in the event that the city is attacked.

Tensions are high, and the High Blade cannot help but feel that her grip on the city is allowing more and more to slip between her fingers.

Organizations

The following are Mulmaster-specific organizations that possess a noticeable degree of influence in the city, along with the names and brief descriptions of noteworthy NPCs.

The Blades

The Blades are a council of sixteen nobles. The positions were originally established to provide representation for the nobles, and to temper the amount of control the High Blade possesses over the city. The Blades debate and vote on new laws which are, in turn, passed on to the High Blade, who either gives final approval and signs it into law, or vetoes it. While this system works in theory, many of the High Blades use bribery or intimidation to swing the votes of the Blades in their favor. The fact that the Blades are required by law to reside within the Tower of Blades is both a privilege and a means of control. While their families reside there, they remain under the implicit threat of soldiers who might be more loyal to the High Blade or other Blade members.

• High Blade Jaseen Drakehorn (juh-SEEN). The

current High Blade of Mulmaster has been in the service of Bane for her entire life. Abandoned on the steps of the Black Lord's Altar in Mulmaster as an infant, she was raised on the edicts of the faith and became a powerful paladin of Bane in her own right. She no longer swings a sword; she does him greater glory in subjugating an entire people in his name. While still relatively young, she is cold, calculating, and merciless in her dealings-- those who disobey, die. Her once dark hair has gone to grey and is closely-cropped. She has sharp and angular features, with piercing grey eyes. She is typically seen wearing fine clothing of blacks, grays, and reds; trimmed with white fur as is typical in Mulmaster.

The Nobles

The least powerful arm of the ruling body in Mulmaster is the nobles. There is a set number of noble Lords (forty-nine) in Mulmaster. These nobles win their appointments through the vote of existing nobles whenever one of their numbers dies. Anyone can petition to become a noble, but success or failure is typically determined by the candidate's lineage and current wealth. While this system seems orderly on the surface, a great deal of politicking is done through the assassin's blade.

The nobles of Mulmaster are all but powerless except in name. Having the designation of nobility affords a family certain privileges and rights, but the opportunity to join the Blades is rare.

Male nobles carry the honorific Zor, female nobles are called Zora. The lord of a noble house in Mulmaster can be either male or female; in either case, they are referred to as Lord.

• Typical Noble. The nobles of Mulmaster are a pampered and entitled lot, and they play the part well. All dress in expensive clothing of the local fashion, and treat those beneath them (which is more or less everyone) with the utmost contempt.

The Brotherhood of the Cloak

Location: Cloak's Tower

Magic can be a powerful threat to leadership. This threat is somewhat lessened if the practitioners of magic are watched, controlled, and indoctrinated into the service of the city. Whether or not this philosophy is correct is irrelevant, because it is the reason for the existence of the Cloaks. Any mage in residence in the city for longer than six months is required to join the Cloaks upon penalty of exile.

Any mage who chooses not to join and is then caught casting a spell is dealt with harshly; penalties include torture, maiming, and often death.

The Cloaks bear the responsibility of supporting the High Blade. Various tests of loyalty, both magical and mundane, are administered regularly, and those who fail face exile or death. The Cloaks thus act as a de-facto wing of Mulmaster's military and city watch. The cloaks are primarily wizards, but count a few sorcerers, bards, and even a warlock or two amongst their ranks.

• Senior Cloak Rastol Shan (RASS-tull SHAN).

Unbeknownst to the population of Mulmaster (including the High Blade) the Senior Cloak of Mulmaster, Rastol Shan, is a lich. He also has a deeper secret, his true identity is that of Thurdan Tallwand, the serving senior cloak during the rule (and subsequent fall) of Rassendyll Uoumdolphin. To facilitate his deception, Rastol is never seen without his most distinguishing feature, an elaborate, mithral mask. The long, white hair he wore in life is only slightly thinner in death, and spells and heavy perfume mask features remain that would betray his true nature. He is a cold, calculating man who supports the Blades in their dealings on the surface, but that loyalty would dissolve in an instant were he able to find a chink in their armor and assume control of the city for himself. While he is unaware of the cult's presence in the city (for now), he may view them as a means to take control of Mulmaster.

• Typical Cloak. Wizards to the core, they demonstrate their trade in cliché manners; robes, staffs, and other openly carried instruments of an arcane nature; albeit in the style and fashion of the city (i.e., fur-trim, etc.). They are fiercely loyal to the Blades and the city in general, and have been afforded a great deal of trust instilled in them. Despite this, they are professional and fair in their dealings. They typically do not accept bribery and react poorly when offered such.

The Hawks

The second most important local organization is known as the Hawks. The Hawks are a special sect of the Mulmaster army, a paramilitary group of soldiers skilled in subterfuge and sabotage. The Hawks can be found in Mulmaster, but many can be located throughout the Moonsea and Dragonreach, gathering information and executing plots on behalf of Mulmaster's High Blade in secret.

• Rending Talon Groshin Lor (GROW-shin LORE).

Rending Talon Marr is a Banite through and through. Having been appointed to the post as one of High Blade Drakehorn's first acts, Marr is a cunning warrior and master of subterfuge. He is charming and has a natural gift for deception. His once handsome features are marred by a network of scars. These scars do not impede his ability to do field work, however, thanks to his ability to use disguise self; a gift from his fiendish warlock patron. He is whole-heartedly devoted to High Blade Drakehorn and would die before betraying her.

• Typical Hawk. The ranks of the Hawks are comprised of people from every walk of life, though most are rogues due to their training in stealth, deception and general thievery. They typically keep their affiliation private unless otherwise called for, as outing themselves limits their ability to perform their duties. They are intelligent, loyal, and have silver tongues.

The Soldiery

Mulmaster's army and navy are a conjoined force referred to as the Soldiers or Soldiery. Pay is high and comes with privileges over both the normal citizens and City Watch, but potential members must past tests of military and seamanship worthiness as well as subtle tests of loyalty. Those who do well in the tests and prove loyal are subjected to other, secret tests. If they succeed in them, they are invited to join the Hawks.

• Typical Member of the Soldiery. The members of the Soldiery are widely considered to be the best and brightest of the city. Subject to rigorous testing of ability and loyalty, they are warriors and seamen without equal in Mulmaster. They are frequently seen throughout the city and are friendly, polite and competent. In the face of danger to the city, however, these features melt away and they exhibit a brutal, unparalleled savagery. They are loyal to the High Blade and the city. Attempting to bribe a member of the Soldiery will, more often than not, result in the arrest and imprisonment of the offender.

The City Watch

The City Watch is largely made of those who flunk out of the soldiery for being too stupid, impetuous, lazy, or swift to anger. They have a well-earned reputation in the city for being bullies. In lieu of doing paperwork and true justice, an accused criminal, rowdy drunk, or anyone else who gets in their way often instead receives brutal beating and is tossed into an alley or the harbor.

• Typical Member of the City Watch. Those who are too stupid, lazy, or ineffective to serve in the Soldiery are remanded to the City Watch. Unfortunately, it is the City Watch that the residents of Mulmaster must most frequently deal with. Widely regarded as bullies, they are more likely to deal with a problem with violence and cruelty than with compassion and reason. Bribery is rampant among their ranks.

The Thayan Embassy

The Red Wizards of Thay have maintained a presence in Mulmaster for over a century with a sizable embassy. One of the previous High Blades was even married to a Tharchioness of Thay, Dmitra Flass of Eltabbar, a Red Wizard. After Szass Tam assumed control of Thay, relations cooled somewhat, but Tha/s interest in the Moonsea diminished and shifted as the power of the Zhentarim waned and the returned Netherese made gains in Sembia. The Embassy had been staffed by necromancers until very recently. During that time the Cloaks kept a close eye on the Embassy, but over time it became apparent that the Thayans had no significant interest in the city except for purchasing magical reagents and ingredients that passed through and occasionally buying slaves to serve in their Embassy. Now that living Zulkirs and

Tharchions again control much of Thay and most of the necromancers have been replaced by other wizards, Thay's interests in Mulmaster are once again unclear. They have been investing in the city and supplying diplomatic missions to journey to others. It seems they hope to use Mulmaster has a foothold for reintroducing their nation to other powers in the Moonsea and beyond. In the short term the reinvestment in the city is good, but the Blades fear that success in making connections with other states will make their own alliance with Thay less of a deterrent.

Locations Within Mulmaster

Tower of the Wyvern

Although smaller than the Tower of the Blades, this castle is wholly the residence High Blade. The fine marble structure is decorated with ornate stained glass windows, the largest of which is found set into the tallest tower and features a wyvern. Nearly four hundred guards and soldiers and forty Cloaks serve here at the High Blade's pleasure, along with a couple hundred servants.

For over a century the castle also hosted a subterranean complex of luxurious baths, exhibition stages, and leisure chambers known as the Palace of Revels. All manner of debauchery and depravity were rumored to occur in its candlelit halls, but since the assumption to the position of High Blade by a priest of Bane two decades ago, entrances to the Palace of Revels are said to have been bricked up.

Tower of the Blades

This opulent and expansive castle is home to the sixteen Blades who govern the city, with their families, servants, and bodyguards. A contingent of 300 soldiers and 30 cloaks also guard and staff the castle. The complex's entrances are always guarded with a six-man force, and each noble's wing of the complex is protected by various warding spells cast by Cloaks.

This structure is also riddled with secret passageways and places to spy. There are several secret underground passages, some of which connect to one another, while other dungeon areas are isolated and can only be reached by passing through the rooms above.

Tower of Arcane Might

This massive stone tower complex houses the group of mages once known as the Brotherhood of the Cloaks. That archaic usage has fallen out of favor for their moniker, “The Cloaks.” The Cloaks serve the Blades of Mulmaster and are the only sanctioned spellcasters in the city where magic is otherwise outlawed.

It has libraries, dormitories, laboratories, and vast storehouses of gold and magical items. The Tower is protected by golems, numerous defensive spells, and of course the magic and defenders of the Cloaks themselves.

Southroad Keep

Southroad Keep, Mulmaster's oldest building, is the heart of its bureaucracy, serving as the headquarters for the City Watch and tax collectors, as well as the site for Mulmaster's courts and prison. The squat, circular brick building serves as the constabulary headquarters, information center, tax-collection center, visitor's registration, courthouse, and prison.

The building is nearly always crowded, and lines are long and slow. The inner chambers are constantly choked with throngs of people waiting to conduct business with the city, and the overworked officials are never in a great hurry to keep the lines moving.

The prison lies underground and has approximately the same area as the aboveground portion. The gatehouse can seal off the city's south gate in the event of a siege. One hundred soldiers are posted here at all times, though the keep can house as many as six hundred when necessary.

Storm Gate

The Storm Gate is so named because it opens to the rocky beach on the Moonsea side of Mulmaster. As with Southroad Keep, the guards at Storm Gate carefully track and tax those who enter the city, but anyone who needs to be imprisoned is transported along the walls to Southroad Keep. Storm Gate is staffed by 20 soldiers and at least one Cloak at any hour lest invaders beach ships to attack.

Zhent Ghettos

When Zhentil Keep was destroyed, many Zhents fled to Mulmaster, seeking refuge. Mulmaster, however, had little interest in maintaining their alliance. Despite this, the Council of Blades eventually permitted the refugees to take up residence in the city, though to this day, they are still treated as outsiders. For the most part, they reside in the southern-most part of the city in sprawling ghettos that hug Mulmaster's outer walls. They are heavily taxed, denied the rights of citizenship, and persecuted by the city's government and its populace. The Zhent Ghettos are a dangerous place and the Cult of Elemental Evil exploits the resentful Zhentarim to their own ends.

Temples & Shrines

Though Bane is the primary focus of worship in Mulmaster, there are a number of temples in the city.

Black Lord's Altar

With the return of Bane just prior to the Spellplague, the seat of Banite worship has returned to Mulmaster, and the orthodox worshipers of Bane rededicated the Black Lord's Altar to Bane. This foreboding building is tall, with spines jutting out from the numerous locations on the exterior of the structure. Windows filled with red and violet glass reinforce its ominous appearance. Inside a statue of the Black Hand of Bane hangs down from the center ceiling, the arm reaching 50 feet down from the ceiling to have the gigantic hand hovering a mere eight feet above the floor. Melded with the structure of the temple, is seems to those who view it for the first time like Bane reaching down from the heavens.

• High Imperceptor Jorrul Missen (JORE-uhl MISS-in). Elevated to the position over 40 years ago, the High Imperceptor leads the congregation of the Black Lord's Altar. Jorrul Missen had just been appointed as the High Imperceptor when Jaseen Drakehorn was discovered on the Altar's stoop, and it was he that chose to raise her among the church. His influence within the city was such that it required little in the way of bribes and threats to see his prodigy eventually become the High Blade of Mulmaster; and through her, the church has seen previously unparalleled prosperity.

Jorrul Missen shorn head is covered in elaborate tattoos--more than are common among the clergy of Bane--which cover a number of pock-scars from some unknown childhood illness. His dark eyes are set deep into the ample flesh of his face; appearing like glittering gems among the folds of skin. His girth is substantial; such that he requires the use of a cane to move about. But what he lacks in grace or speed, he makes up for in power, for he is a spellcaster of surpassing power. He is usually seen wearing the black and red raiment of a cleric of Bane.

High House of Hurting

This is the temple of the Maiden of Pain, from which the wails of the faithful can be heard at all hours of the day and night. The structure is black, constructed from basalt blocks, and the rooms within closely resemble torture chambers. There is nothing here to provide comfort. One common feature of all the furniture in this structure is that causing pain is part of their design. The main sanctuary hall has no seating and nothing at all of comfort. The cult of Loviatar has always enjoyed a surprisingly strong cult in Mulmaster but since the closure of the Palace of Revels, it has increased in size.

High Hall of Swords

Built in the fashion of a castle, this granite building is the house of worship for those who pray to the god of battle. The exterior is decorated with broken shields, armor, and weapons that have been used in Tempus's name, while the battlements bear spikes decorated with the rotting heads of cowards. The clergy of the temple all also serve in Mulmaster's army or city watch. The temple is frequently the site of mock battles that allow soldiers and city watch members to train for siege and battle in buildings.

Tower of Mysteries

Magic radiates powerfully from this sky-blue building. This temple is a massive, sprawling structure with immense, airy rooms. In addition to the main worship and meditation chambers are numerous libraries and laboratories, as well as small shrines to other deities associated with the practice of magic such as Leria, Velsharoon, and Savras. Even a shrine to Mystra (to whom it is illegal to worship within the city) is tucked away in an alcove in this temple dedicated to wizardry. Since only Cloaks and visiting dignitaries are allowed to practice magic in the city, anyone entering the temple can expect to be confronted by one or more Cloaks who happen to be there at the time. Visitors must present papers that prove they're acknowledged mages that have sworn not to cast magic in the city or find themselves violently ejected.

Gate of Good Fortune

This large violet-painted temple is divided into two massive chambers: the worship chamber and the casino. The worship chamber is always bathed in a soothing purple light, and is a place for quiet but fervent prayer. The casino is where the “holy rites of Tymora” are carried out in the form of a multitude of games of chance. All house proceeds go to the upkeep of the temple, the clergy's living expenses, and the care of the needy, deserving, or the just plain lucky. The fortunes found in the casino are safe in a vault under the watchful eye of a clay golem.

• Lord Priest Wylan Burral (WHY-lun BURR-uhl).

Lord Priest Burral is the brother of Knight Aleyd Burral, the recently slain Knight of the Black Fist in Phlan; and a relatively low-ranking member of the church of Tymora. Wylan is the mirror opposite of his sister--passionate and jovial in contrast to her taciturn demeanor. Despite his seemingly friendly disposition, Wylan Burral is more than he seems; namely, the ranking member of the Cult of the Black Earth in Mulmaster, and has been for nearly a decade. Wylan is, on the surface, friendly and quick with a joke; eager to help in any way that any other cleric of Tymora would be willing. But in his guise as a cultist, his cheery disposition melts away and is replaced with malice. His passion remains though, and the combination is truly terrifying.

House Built on Gold

This temple of dedicated to Waukeen was abandoned for many years and robbed of much of its fittings and some of its stone. However, in the past year an effort has been made by a cadre of iron merchants and mine owners to refurbish the temple and rededicate it to Waukeen. The work is not complete. Masons, gilders, painters, sculptors, and others tramp in and out constantly, but already the temple has opened its services as a bank and lender, backing the money with the fortunes of its wealthy and hard-minded sponsors.

Shrine to Lathander

This shrine stands near Southroad Keep on the hill to its south where the rising sun over the mountains can strike the shrine without it being shadowed by the walls. The shrine consists of a bronze symbol of Lathander on a bronze post, made so that light can shine through the body of the rising sun and the road. Folk setting out for points south or making a business deal frequently come to the shrine in daylight hours to take Lathander's blessing upon their enterprises. The path to and from the shrine is thus well worn.

Shrine to Malar

A dim and dismal shack stands on the northern side of Southroad Keep. Decorated with bird's wings and the feet of various land-bound prey, the shrine to Malar can be a noisome and fly-ridden place. Even so, those who leave the city to hunt in the mountains frequently stop inside to honor Malar and return here with a portion of their kill if the hunt proves successful.

Shrine to Mask

The shrine to Mask is an oddity standing as it does in the open street. Most places holy to the god of stealth and skullduggery tend to be hidden away. In Mulmaster, however, Mask is worshiped by all manner of individual hoping for a way to get ahead. The shrine takes the form of a changing chamber built to look like a cloaked and masked two-faced figure of about 12 feet tall, man on one side and woman on the other. One always enters the shrine by opening one “arm” of the figure, either the male or female side, and then exiting the other. Custom dictates that you must be masked and costumed when entering and then exchange you mask and costume for another when exiting. Thus, in theory, no one can know who is worshiping at the shrine to Mask. There are always over a dozen costumes inside, and traditional favorites rotate in and out as individuals take it upon themselves to make repairs on them.

Shrine to Talos

The rocky beach outside the walls is frequently battered by storms, and a shrine to Talos is therefore erected on the beach. Those who use the beach make a habit of adding a piece of driftwood to a pile that by month's end (if it survives the weather) is a precarious tower that adherents must climb to build upon. Climbing the high towers is considered an act of great faith to Talos sure to protect the climber from misfortune. On the last night of the month, whatever tower stands is set ablaze. Sometimes it amounts to little more than a bonfire, but at other times a tower 30 to 40 feet tall blazes on the beach with those seeking Talos's favor dancing wildly round it, waiting until the last moment to break the circle should the fiery tower fall their way.

Shrine to Umberlee

The Shrine to Umberlee is on the west side of what is locally known as the Last Drop because of the custom of people to commit suicide by tying weights to themselves and jumping off into the deep waters below. The shrine to Umberlee is a sculpture of a furious female face carved into the balustrade with a gaping mouth that opens to the water below. Folk wishing to appease or thank Umberlee drop offerings to her through the mouth. People believe the spirits of those who commit suicide by plunging from the bridge guard the offerings given to Umberlee and thus they are left unmolested.

Inns & Taverns

Traveler's Cloak Inn

A favorite inn of wealthy travelers, the Traveler's Cloak offers a welcome retreat from the cold and damp. Each room has its own fireplace, and dinner and drink are included in the rather steep nightly price of 12 gp (15 gp if a mount needs to be stabled).

Black Blade and Bloody Boar

The Black Blade and Boar--recognizable by its sign-- a wooden sculpture of a boar impaled with a rusty iron sword. The inn has a raucous tavern

Windsnug Hearth

This inn was built in a part of town where it's mostly sheltered from mountain winds. Food and drink is simple fair served en-suite. As a location that typically serves travelers and visiting merchants, its guests are frequently the target of con artists or muggers who watch those who exit for likely marks.

The Leaning Boot

The Leaning Boot is a tavern in the cellar of a dockside tallhouse. For decades it has been marked only by a lone, old boot nailed to a post at the top of the steps at street level. The interior is dimly lit and tends to be quiet, making the subterranean bar a favorite of the few dwarves in Mulmaster, older locals, and a handful of dedicated drinkers. The cellars are damp, making corked bottles swell and burst open over time. As a result, only ale, beer, and other vat fermented beverages are served.

Locations Outside Mulmaster

Earthspur Mountains

Also called the Giantspike or Dragonspike Mountains, this range of tremendously tall mountains spans the gap between the Moonsea and the Sea of Fallen Stars. The mountains are rich in precious metals and many old, dry mines can be found throughout. The following locations are located in the Earthspur Mountain range:

• Glacier of the White Worm. This immense glacier covers an approximate are of 1200 square miles. It is so named for the white remorhazes that reside within. Rumors tell of entire herds of the terrifying beasts ruled by a remorhaze of tremendous size.

• Monastery of the Yellow Rose. East of the Glacier of the White Worm, this monastery is the home to an order of disciples of Saint Sollars the Twice Martyred; a follower of Illamater.

Elmwood

This small farming community lay on the southern shore of the Moonsea and west of Mulmaster. It is loosely governed by Graffin Jorgadaul, the descendent of Thoyana Jorgadaul. Whether the Cult of Elemental Evil's influence has made it this far west is unknown. It is governed by Graffin Jorgadaul, a retired dwarven adventurer with one arm.

Ironfang Keep

This mysterious keep was built long before recorded history and housed a secretive order of mages so powerful that even some of the most powerful wizards in history were hesitant to disturb them. A vast, subterranean complex exists beneath the keep; its entrance shielded from view by the waterfall that falls from the peak where the keep rests.

River Lis

A shallow, swampy river connecting the Moonsea to the Sea of Fallen Stars. The Lis delta was once home to a large city of the same name. It and a number of sites around it are now in ruin.

• The Flooded Forest. A large swamp in the northern portion of the Vast. It is inhabited by lizardfolk and until recently, a black dragon. It is rumored that an adventuring group called the Turning Key hid its treasure in the Flooded Forest.

• Fort Dalton. Fort Dalton was long ago destroyed by a migration of dragons, but its ruins remain. Rumors tell of cults practicing their dark rites within its depths.

• The Mage’s Tower. No one knows for sure who built the tower or even who lives there to this day. Rumored residents have included Maskyr One- Eye, mind flayers, dwarves, Lashan Aumersair, the Mage Who Never Dies, and even a gold dragon. What is known for sure, however, is that the tower boasts powerful guardians including golems, gargoyles, and magical traps.

• Point Iron. This profitable iron mine is controlled by Mulmaster after the city purged it of the duergar who had previously been residing within.

• The Lis Ruins. Lis was a city located west of Mulmaster and was destroyed by a Flying Plague; a horde of perytons, harpies, and manticores.

The Vast

This region of Faerun between the River Lis and the Earthspur Mountains to the west and east, and the Moonsea and the Sea of Fallen Stars to the north and south. It has been the home of orc, elvish, dwarven, and human rulers throughout its history.

• Kurth. Known as Pirate's Rest, Kurth is a town located in the northern portion of the Vast. Founded by the pirate Kurth Banditslayer, Kurth was a large town that eventually fell to orc raids. Its current state is much smaller; and more easily able to defend against attacks, and the outer

portions of the city have fallen into ruin, including Feljack's Hall; the former home of an adventurer of the same name. Skeletal pirates have been seen in the area of Feljack's Hall, seemingly searching for the long-dead owner's fabled treasure.

• Maskyr's Eye. A village located on the North road between Mulmaster and Kurth. Originally founded by the archmage Maskyr, the vale where he settled, was claimed by the dwarves of Roldilar. Thinking that the mage would refuse the offer, the Deep King Stonebeard offered the vale to Maskyr if the mage would pluck out his right eye; which Maskyr did without hesitation. True to his word, the Deep King declared the vale the realm of Maskyr's domain and no dwarf has laid claim to it since.

# THE CITY OF DANGER: RECONSTRUCTION

DANGER AT EVERY TURN

Never was anything great achieved without danger.

—Niccolo Machiavelli

WOUNDS: OLD, NEW, AND GAPING

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

Several groups within the city held tenuously to their power over the following months. The Hawks, long considered as something of a secret police, found a receptive audience in the Lords’ Alliance.

The Cloaks, keenly aware of the coming danger, were able to fatten their ranks from the inbound stock of refugees and would-be heroes. The Blades would find their loyalties tested time and again, as conflict arose not only across the city but also within their own ranks. The Thayan Embassy grew curiously silent, seemingly content to shore up their own defenses as emotions were heightened and battle broke out.

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

THE ADVENTURERS LEAGUE SEASONS

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

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

USING THIS SUPPLEMENT

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

• DDEX2 Elemental Evil Player's Pack

• DDEX02-01 through DDEX02-16

• The Arcane Edict in Mulmaster

• The State of Mulmaster (pre-Devastation) &

Cloaks tracking sheet

• The State of Mulmaster (post-Devastation)

• TSR 9474 The Moonsea (2e)

• WotC Mysteries of the Moonsea (3.5e)

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

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

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

AFTER THE DEVASTATION

GENERAL FEATURES

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

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

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

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

POLITICS

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

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

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

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

THE HARBOR

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

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

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

TOWER OF THE BLADES

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

TOWER OF THE WYVERN

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

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

THE TOWER OF ARCANE MIGHT

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

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

Rastol Shan has been active in his efforts to recruit and train new Cloaks, including posting ads and broadsheets around the city indicating this need.

The pay may not be much, but the Tower includes living quarters, laboratories, and research spaces for the group.

THAYVIAN EMBASSY

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

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

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

THE ZHENT GHETTOES

The Zhentarim ghettoes in the southeastern portion of the city experienced some of the most extreme damage during the siege. Nearly every building was destroyed or suffered major fire damage, and in a few places some portals to the elemental plane of fire still rage. While thankfully small in size, their continued presence is still quite dangerous.

However, the Zhentarim and the Red Wizards of Thay appear to have resolved some of their former issues, and the Thayans have extended some of their rebuilding efforts into the run-down section of town the Zhentarim call home.

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

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

PROCURE ILLICIT GOODS

In the D&D Adventurers League Player's Guide, there is a reference to an activity entitled "Procure Illicit Goods".

Thanks to the upheaval in this area and the general instability of the black market, this faction activity for members of the Zhentarim is alive and strong!

SHRINES & TEMPLES

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

CYRIC

The worship of the God of Lies has gained some strength in the days since the attack, and the Black Lord’s Altar yet thrives. Many of his followers are con men and charlatan, and with Mulmaster in such a state...opportunities are plentiful. His temple crumbled a bit, and though his faithful are not moving quickly to repair the building it is still a beautiful facility. Tall black-and-red spikes rise from the walls and roof at odd angles, a visual dance of danger and unholy rhythm. Crimson light streams out of cracked windows, bathing the space around the temple is a palpable sense of malice. Non¬worshipers are never allowed inside, and it is said that certain divine wards have been installed to ensure the security of this place of worship.

LOVIATAR

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

TEMPUS

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

AZUTH

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

TYMORA

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

BANE (SHRINE)

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

KYUSS (SHRINE)

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

LATHANDER (SHRINE)

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

MALAR (SHRINE)

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

MASK (SHRINE)

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

UMBERLEE (SHRINE)

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

INNS AND TAVERNS

THE BLACK BLADE AND BLOODY BOAR

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

THE LEANING BOOT

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

OXPIT TAVERN

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

TRAVELER’S CLOAK INN

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

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

THE WAVE AND WINK TAVERN

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

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

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

THE WINDSNUG HEARTH

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

SOUTHROAD KEEP

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

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

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

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

POWER GROUPS AND STRUGGLES

THE BLADES

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

THE CITY GUARD

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

THE CLOAKS

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

THE HAWKS

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

THE SOLDIERY

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

THE THAYANS

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

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

LEADERS & PEOPLE OF NOTE

GROSHIN LOR

Male human. The spymaster of the City of Danger is now in his sixties. In addition to leading the Hawks (the elite soldiers of Mulmaster and its interests around the Moonsea), Groshin Lor is also a proud member of the Lords’ Alliance. In his youth, he was tortured by Thayan interrogators and ultimately earned several vicious scars and lost three fingers, but over the years his charm and positivity has not waned. He wants to see Mulmaster’s identity preserved and strengthened, and is willing to take any needed actions to ensure that this happens. He often employs illusory effects to mask his deformities, but will sometimes leave them visible if he needs to make a certain type of impression upon one of his "guests”. Despite his involvement with the Hawks, he is sometimes referred to as "the smiling shark”. The increased presence of the Thayans in his city has him on-edge, but he knows that he cannot work against them without the full blessing of the High Blade.

HIGH BLADE SELFARIL UOUMDOLPHIN

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

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

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

RASTOL SHAN

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

up.

No one knows that he is undead, or that he is actually Thurndan Tallwand, the senior cloak at the time of Selfaril’s imprisonment over a century ago— even his peers among the Cloaks. He shrouds his true nature in powerful spells, as well as mundane means; heavy purple robes, an ornate mithral mask, and cloying perfumes.

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

ZORA ROSEALINE CULKIN

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

ZULKIR DAR’LON MA

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

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

ADVENTURING IN MULMASTER

THE FACTIONS IN MULMASTER

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

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

GENERAL (NO FACTION)

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

EMERALD ENCLAVE

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

HARPERS

The Harpers took the defeat of Mulmaster very personally. Those that remain in the city work diligently to protect the citizens that are unable to flee, and seek to keep a watchful eye on the growing interest of the Red Wizards as well as the Zhentarim. Should these two groups be allowed to develop unchecked, the Harpers would likely be unable to save anyone else in this area from the horrors and atrocities that would undoubtedly emerge from that alliance. With many of their allies dead, Those Who Harp must operate now, more than ever, in secret.

ORDER OF THE GAUNTLET

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

Whatever the reason, you are destined for great things and these people will surely benefit from your presence and leadership.

LORDS’ ALLIANCE

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

ZHENTARIM

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

THE CLOAKS OF MULMASTER

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

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

JOINING THE CLOAKS

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

IN BETWEEN ADVENTURES

LINKING THIS SUPPLEMENT

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

COMMUNITY SERVICE (ALL FACTIONS)

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

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

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

2,000 gp.

COMMUNITY SERVICE (NEW DOWNTIME ACTIVITY)

Lifestyle & Effect/Tenday

Cost/Tenday

Wretched You have advantage on your next two (10 gp) Charisma (Persuasion) checks made in

Mulmaster. Additionally, make a DC 8 Constitution saving throw. If you fail, you begin your next adventure with one level of exhaustion.

Squalid The hardworking but destitute people that

(15 gp) you work with shower you with affection.

You start your next adventure with Inspiration.

Poor If you are good or neutral-aligned, the

(20 gp) people of Mulmaster reward you with a

spell scroll of remove curse for your efforts. If you are evil-aligned, you receive a potion of poison instead.

Modest The next time you spend gold on a

(50 gp) downtime activity in Mulmaster, the

people that you helped provide you with a thank you package worth 50 gp. Comfortable Upon completing this downtime activity at (200 gp) this level twice, you are considered to be a

resident of Mulmaster. This affords you a 10% discount on the purchase of mundane, non-magical goods while in the City of Danger.

Wealthy Your investment into the businesses of

(500 gp) Mulmaster has helped to revitalize the

economy. You have begun to create contacts inside the city, and you have advantage on the next Charisma-based skill check that you attempt in Mulmaster. Aristocratic You earn two potions from the following (1,000 gp) list: potion of climbing, potion of greater healing, potion of resistance. This activity is only available to citizens of Mulmaster, as awarded above.

TALES OF THE CITY OF DANGER

FURTHER ADVENTURES

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

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

DDEX02-01 THROUGH DDEX02-16

Tiers 1 and 2

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

DDEP02 MULMASTER UNDONE (RETIRED)

Tiers 1 and 2

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

DDA0-01 WINDOW TO THE PAST

Tiers 2,3, and 4

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

ACKNOWLEDGEMENTS & APOLOGIES

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

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

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

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

Sincerely,

The entire D&D Adventurers League admin staff

<http://dndadventurersleague.org/indeed-mulmaster-is-undone/>

<http://dndadventurersleague.org/the-arcane-edict-in-mulmaster/>

http://dndadventurersleague.org/state-of-mulmaster/#more-2823

<http://dndadventurersleague.org/wp-content/uploads/2015/04/State-of-Mulmaster-with-Logsheet.pdf>

<http://dndadventurersleague.org/elemental-evil-bonds-and-backgrounds-for-mulmaster/>

<http://dndadventurersleague.org/trinkets-of-elemental-evil/>

<http://www.realmshelps.net/faerun/portals/moonsea/mulmaster.shtml>

<http://archive.wizards.com/default.asp?x=dnd/ex/20060607a&page=4>

<http://www.angelfire.com/md2/Strongfist1/Mul.html>

<https://imgur.com/gallery/62wmQEf>

<http://forgottenrealms.wikia.com/wiki/Mulmaster>

<http://forgottenrealms.wikia.com/wiki/Brotherhood_of_the_Cloak>

<http://forgottenrealms.wikia.com/wiki/Blades_(Mulmaster)>

<http://forgottenrealms.wikia.com/wiki/Traveler%27s_Cloak_Inn>

<http://forgottenrealms.wikia.com/wiki/Jaseen_Drakehorn>

<http://forgottenrealms.wikia.com/wiki/Selfaril_Uoumdolphin>

<http://forgottenrealms.wikia.com/wiki/Rassendyll_Uoumdolphin>

<http://forgottenrealms.wikia.com/wiki/Jurina_Plem>

http://wiki.aerie.ru/wiki/Мулмастер