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NOT ALL WHO ARE LOST SHOULD BE FOUND

Rob Eddins and Jonathon Westmoreland

SKULL 01-02

D&D
ADVENTURERS
LEAGUE



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An elusive Master Thief claims to have information regarding the murder of a prominent noble's nephew. However, the adventurers must first prove themselves by finding something the Master Thief lost.

Part 2 of the Silver Skulls Legacy

A Four-Hour Adventure for 5th-10th Level Characters



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ADVENTURE PRIMER

"Eureka! I have found it!"

– Archimedes

ADVENTURE BACKGROUND

The once great city of Mulmaster has recently been struck low by a devastation orb triggered by elemental cultists. As the city tries to rebuild and regain its former glory, various factions within the city vie for power and new factions crop up.

The Blades of Mulmaster were the ruling noble families prior to the devastation with the support of the Lord's Alliances and the Church of Bane.

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 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.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure

Doran Hightower (*Door-ann Hi -tow-uhr*). Blade of Mulmaster. Behind the character's search for information about his nephew's death. Generally aloof but even-handed.

Arturo Scrivani (*Are-ter-ro Scrui-vah-nee*). Excited the party presents an opportunity to redeem his mistake. He is out to find an advantage for himself and the Skulls but is a straight dealer for a master thief.

Chamdar Darkhope (*Chaam-dar Dark-hope*). A loner who worships a death god has trouble in social settings.

The Wave and Wink. Classic dance hall in NE Mulmaster. Entertainment gastronomic, alcoholic, musical, and sensual can be found there.

The Ruins near the Tower of Mysteries. In the NE part of Mulmaster, a tower was partially destroyed by the elemental destruction and abandoned. Undead are known to lurk in and around the tower and its grounds.

ADVENTURE OVERVIEW

The adventure is broken down into five parts:

Part 1. (10 Minutes) First Lord Hightower offers the adventurers a reward for getting information from Arturo.

Part 2. You Dirty Rat (20 Minutes) The party begins their adventure at the Wave and Wink. A note handed to them by their server leads them to the back alley behind the tavern, where the Master Thief Arturo Scrivani tasks them with retrieving a ring he lost near the Tower of Mysteries, an area of the city currently overrun with the undead.

Part 3. The Only Good Friends are Dead Friends (75 Minutes) The party heads to the Tower, encountering 2 groups of rogue undead. The first is a now undead Thayan wizard searching for the remains of his library that was destroyed.

The second is a group of spellcasters, formerly residents of the tower, who have had their humanity drained from them by the Tower of Mysteries. This fight is interrupted by a seemingly friendly half-orc cleric.

Part 4. Fancy Meeting You Here (60 Minutes) After the fight, the party sees he is wearing Arturo's ring and discovers that the cleric is a new servant of Bane sent here to destroy undead as a test to join a local temple, the House of the Black Lord.

Part 5. The Ring Returns (30 Minutes) After defeating the cleric, the party finds the ring and returns it to Arturo, gaining his trust and then readying themselves for a trip to meet his "boss".

Conclusion. (10 Minutes) The party is paid their reward and Lord Hightower is closer to his revenge.

DM's Note: There are points where you are directed to explain to the party they are being watched. This sets up a moment in the next adventure in the series. If you feel it isn't pertinent to your table, ignore those notes.



ADVENTURE HOOKS

For each character, choose an appropriate reason why they are in Mulmaster.

The Lords Alliance (Faction Assignment). Your faction leader has summoned you to Mulmaster to get to the bottom of a murder case as they have a vested interest in maintaining stability in Mulmaster. You're asked to find this criminal and find out why they were transporting a powerful magical ring at the same time a mysterious murder occurred.

Zhentarim (Faction Assignment). You've heard rumors of the instability in the City of Danger and you hope to be able to make a claim for power for yourself by indebting a high noble or two to yourself. The news is that someone is carrying a powerful magical item through the city. If you can find this person, you might be able to use that information as leverage with the nobles.

Thayan Heritage: Since the fall of Mulmaster, Thay has been active in the city working to uncover old hidden secrets. You've heard through the grapevine that someone set off a powerful spell within the city walls and caused quite a scene with the Cloaks. You have come to the city to find out the truth behind what happened, who did it and why.

Others: The once great City of Danger has been laid low and opportunities for adventure and coin are aplenty if you're willing to do the work. Word is the Cloaks might pay well for any information about the recent unauthorized use of magic within the city walls.

Adventure Awaits!

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PART 1. INTRODUCTION

Estimated Duration: 10 minutes

The party has made progress in the investigation they agreed to make, but it is time to check in with the client.

General Features

Terrain. Sections of Mulmaster are perpetually ablaze in a fire while other sections of the city have collapsed into huge sinkholes. The Wave and Wink sits in the northern portion of the city near one such elemental rift. It looks like portions of the building have been patched back together. It is too early for the regular crowd, so there is little activity.

Weather. It is morning on a cold wet day.

A. CLIENT UPDATE

IF THE PARTY HASN'T RUN SKULL 1-1:

Breakfast is finished, and another day in the wreckage of Mulmaster awaits. Of late, in addition to the chaotic nature of the streets, you have a feeling that you are being watched, by something unseen. All that is forgotten when a noble strides into the Wave and Wink, pauses to remove his gloves and peer around the room. Seeing the party, he approaches.

"I am Doran Hightower, Blade of Mulmaster. My sources say you are a capable lot. I have an offer to make if you're interested."

Hightower explains the events of SKULL 1-1.

- His investigators explored the sewer where his nephew's body was found. In addition to encountering a Thayvian wizard and underlings making their own investigation, they found a silver coin with a large skull on both sides.
- Refugees described seeing Red Wizards and another group with silver skulls on their sleeves prowling the sewers.
- From clues they found, they contact and ultimately overcome a group of Silver Skulls, including Arturo Scrivani.
- Arturo can help, but he has conditions.
- ***His instructions are to make a deal with Arturo for any help he can provide.***

Hightower offers his appreciation to the party for their assistance in the matter. His investigators arranged for Arturo to meet his agents – the party – today, in the Wave and Wink. He wants to keep his involvement indirect and needs the party to continue where the previous adventurers left off.

IF THE PCs RAN SKULL 1-1:

Breakfast is finished, and another day in the wreckage of Mulmaster awaits. And another day of feeling like you are being watched by something unseen. That dull prospect is forgotten when Blade Hightower strides into the Wave and Wink, pauses to remove his gloves and peer around the room. Seeing the party, he approaches.

"Excellent. I am hopeful you can continue to make progress in finding the murderer."

Hightower offers his appreciation to the party for their assistance in the matter. Arrangements have been made for the party to meet Arturo today, in the Wave and Wink. He wants to keep his involvement indirect and needs the PCs to continue where the previous adventurers left off. ***His instructions are to make a deal with Arturo for any help he can provide.***

B. ANOTHER OFFER

After Hightower leaves, and before the appointed meeting with Arturo, a merchant who was sitting a few tables away approaches.

"My masters understand you are seeking information about the Silver Skulls. They too seek information. If you would share anything you find in your investigation, there is a reward in it for you."

The "merchant" is an operative in service to the Red Wizards. They continue to be interested in the murder, but more so in the emergence of the Silver Skulls. He offers his appreciation to share what they find. When they return from their current search, additional payment can be discussed at that time. The operative is willing to admit:

- He works for an organization not native to Mulmaster, that "wants the best for Mulmaster's future".
- Any character of Thayan heritage could confirm the operative's true nature with a successful **DC 18 Wisdom (Insight)** check.
- When their search is complete, he says the party can find him in the Wave and Wink during the dinner hours daily. With a curt nod, he turns and leaves.

PART 2. YOU DIRTY RAT

Estimated Duration: 20 minutes

A suspected mobster agrees to help the party in return for their assistance in obtaining a magical item that he dropped when running away from a group of Cloaks.

CORNERED

General Features

Terrain. Loud music and raucous laughter can be heard emanating from within the Wave and Wink through the door that is slightly ajar.

Weather. It is around midday, a bit overcast and dreary, dreadfully cold.

In the Wave and Wink waiting for your contact Arturo to arrive, you sit for a midday meal. As your food arrives, with it comes a yellowed and tattered note telling you to meet behind the inn after they have eaten.

Walking outside, you see a dark figure crouched on top of a large wine barrel, nervously flicking the tip of a silver dagger. "So, let's make this quick, as I don't have much time."

Roleplaying Arturo "The Mouse" Scrivani

Arturo "The Mouse" Scrivani is a pale skinned, nervous human male with greasy black hair and a hunched posture. He has a constant twitch in his upper lip and speaks in fast, hushed tones. He gained his nickname due to his soft-spoken voice and kleptomaniac like obsession with taking scraps of clothing from his robbery victims. He wears dirty, unwashed armor and his weapons always seem to be covered in a thin layer of grime.

Personality: Arturo's physical appearance is off-putting and at times repulsive but when it comes to transporting stolen goods without notice he is dependable, reliable and trustworthy. The incident in Mulmaster has caused him tremendous anxiety and stress as he has a reputation to uphold.

Arturo Scrivani will convey this information to the characters.

- The item he lost was a magical ring. He knows nothing about it other than the spell it cast in the incident (*Insect Plague*)
- He dropped the ring in a small area of ruins near the Tower of Mysteries that is infested with undead.
- The Cloaks have not yet found the ring and are passing off the sudden appearance of the insects as a by-product of the undead in that area.
- Arturo does not know why the undead can run amok in this area. (They are there at the sufferance of Rastol Shan, who as the head of the Cloaks in a position to have them left to their own devices. He likes having them close by for convenient study.)
- Arturo was already stressed at losing the ring. Now after being caught by the party or their predecessors, his anxiety is even higher. He's willing to do promise the party information furthering their investigation. He is desperate to get it back and bring it to the Boss.
- Arturo can give the party directions to the area where he lost the ring. There is a tower in the overrun area near which he lost the ring.

His promise of information is sincere. Unknown to the party, the delivery of that information may come from another source. Arturo fears the Boss more than the party, so won't betray the Skulls or their leader, but he will be willing to set a meeting between his Boss and the party.



PART 3. THE ONLY GOOD FRIENDS ARE DEAD FRIENDS

Estimated Duration: 75 minutes

In which the fearless adventurers head to the area near the Tower of Arcane Might to search for the lost magical ring.

1. TO THE TOWER!

General Features

Terrain. The stone tower is still in a state of great disrepair. The Cloaks have yet to fully repair the tower and many portions of it are crumbling, exposed and open.

1A. WELCOMING PARTY

As you near the location that Arturo claims to have lost the ring, you see the full extent of the devastation the elemental cults wreaked upon the city. Charred buildings, giant sinkholes, and puddles of stagnant, rancid water appear throughout the ruins of warehouses, shops, and stores. Drawing near the building Arturo described, you hear the tell-tale signs of the undead as they shuffle through the city streets.

The stench of the zombies is peppered with something far more pungent and vile. The mindless undead are being directed by a humanoid figure wearing a tattered red robe. Its eyes glow with a malevolent light as it directs the other undead to dig through the ruins, searching for something. Perhaps they, too, are here for the ring?

Rounding the bend, the party sees a **wraith** leading a group **1 wight** and **5 zombies** through the ruins. The undead are hostile and will attack on sight.

The wraith is a former Thayan wizard who has returned here after the devastation of the city. He's searching for the remains of his library and has reanimated some of his former pupils to assist with the task. His star pupil's call to Orcus was heard and he was raised as a wight.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very weak:** Remove the **wight**
- **Weak:** Remove one **zombie**
- **Strong:** Add one **wight**
- **Very strong:** Add one **wight** and one **wraith**

TACTICS

The wraith directs the zombies and the wight to attack the strongest member of the party as it attempts to life drain any casters or weaker party members.

The wraith has no qualms about sacrificing zombies but would prefer they die before the wight, in a mockery of the favoritism he once showed his star pupil. He will use the wand of magic missiles but will not use the last charge.

The zombies will fight until the death. The wraith and wight will attempt to flee once either drops below half health.

DEVELOPMENT

The wraith could care less about why the party is here and is only interested in protecting his former home. If the party does manage to drive it off without killing it, he will attempt to follow them from a distance and strike when they are engaged or weakened.

The operative the party met earlier in the Wave and Wink would be interested to hear about this wraith and its red robes.

TREASURE

The wraith has a **Wand of Magic Missiles**.

1B. THE DARKNESS BIND THEM

Pressing further into the ruins, you see the ruined tower that matches Arturo's description. Swirls of magical energy circle around the ruins just as he described, and you see shadowy figures moving throughout the rubble, gazing with dead eyes into the center of the ruins. They appear transfixed as they float about, looking and searching for something.

The ruins are what remains of a tower that housed a lab frequented by a handful of Cloaks who worshipped Mystra in secret. It was largely destroyed by a massive explosion and fire during Mulmaster troubles. Shadowy figures are all that remains of its former caretakers and they are tied here eternally thanks to the magical forces unleashed when the tower was destroyed (the specters). Their presence and the magical chaos imbuing the area attracted other undead.

A successful **DC 17 Dexterity (Stealth)** will allow the characters to approach the tower unnoticed. A successful **DC 16 Wisdom (Perception)** will show that the creatures are in a panicked state due to a nearby humanoid that has been hunting other undead in the vicinity.

Fractured Weave

Due to the magical energies that run wild here, any spellcasting is much more difficult and dangerous than normal. For every spell cast, regardless of origin or school, roll a d20. If you roll a 1, roll on the Sorcerer's Wild Magic Surge table to create a random magical effect. This affects all casters and all spells while within 50 feet of the tower.

In and around the tower are an **allip**, a **flameskull**, and four **spectres**. They are already agitated by the activities of Chamdar, so any attempts to interact with the tower or the undead will immediately cause the creatures to attack. They do not flee and fight until destroyed, forever tied to this area and the wild magic it still contains.

Trap. Crumbling Tower

Detection and Disabling. Detecting it requires a successful **DC 15 Intelligence (Investigation)** check. If successful, the character notices how fragile the tower is and the risk of it collapsing.

Trigger. Causing damage to the tower. The tower has a 25% chance to collapse the first time it is damaged. Each subsequent time it is damaged increases the chance by 25%.

Effect. Anyone within 10 feet of the tower must succeed on a **DC 16 Dexterity saving throw** or be crushed by the falling stone and timber and take 22 (4d10) damage and be immobilized under stone until they make a successful **DC 16 Strength (Athletics)** or **Dexterity (Acrobatics)** check.

Any arcane spellcaster within 50' of the tower when it comes down will lose half of their remaining spell slots, rounding down, for each level of spell they can cast. No save.

The **allip** has its own personal horror to share with any living beings that encounter it. In her former life, the allip was the silversmith that owned and operated the shop behind and under which the Silver Skulls have made their hideout (more to be said about that in SKULL 1-3). Forced into "partnership" with the Skulls, she was eventually killed by the Skulls' chief enforcer, tying up – in his demented state – a perceived loose end.

Any character that takes damage from any of the allip's attacks is also burdened with a taste of the fear and horror the silversmith experienced prior to her death. This takes the forms of brief flashes or visions and snatches of sound or conversation. Among them:

- The character sees a blank coin in a coin press, which closes, squeezes, then opens, revealing a stamped coin with the skull likeness, a twin to the coin found near the dead body in SKULL 1-1.
- A voice shaking with fear and madness: "Like fireflies! Like red fireflies dancing in the dark!"
- Seeing through her eyes an alley as she walks down it. Then her point of view suddenly stops, begins to sway and fall, and fades to black.
- "Who is He? Wha-wha-what is He?"

The visions themselves impose no hindrance to the party but may deepen the dread of the larger mystery – who is behind it all? **They are *not* imparted with the knowledge that the viewer was the silversmith, the location of her former shop and store, or the location of the Skulls hideout.**

TACTICS

All these undead are intelligent, particularly the allip and flameskull, and should be played accordingly. Not simple-minded, they will go for the throat at all times. The allip will lead with *Howling Babble* and the flameskull with a *fireball*.

After the 3rd round of combat, Chamdar Darkhope (**Malarast**) joins – with *shield of faith* and *magic weapon* already cast. He's the source of the undead's anxiety, as he has recently been traveling in this area and killing the former residents of the tower to win favor with Bane and acceptance into the House of the Black Lord, Mulmaster's local Temple of Bane. He will fight alongside the party as an ally. For now....

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove the **flameskull** and two **specters**
- **Weak:** Remove two **specters**
- **Stong:** Add one **flameskull**
- **Very Strong:** Add one **flameskull** and an **Allip**

PART 4. FANCY MEETING YOU HERE

Estimated Duration: 60 minutes

The timely intervention of a cleric turns sour...

FORGIVE ME, FATHER

General Features

Terrain. The stone tower is still in a state of great disrepair. The Cloaks have yet to fully repair the tower and many portions of it are crumbling, exposed and open.

1. MEETING THE CLERIC

As the adventurers breathe a sigh of relief after defeating the undead thanks to help from their new-found ally, the priest speaks. "This is no place for those new to the city to be wandering about. What brings you here?" As he speaks, the black-enameled gauntlet on his right hand flexes and grasps at his bare left hand in a protective embrace. A single gold ring is seen on his left index finger. The feeling of being watched lingers, so this armored priest isn't the source.

The cleric introduces himself as Chamdar Darkhope, half-orc cleric of Talos. This is a lie. He is Malarast, a former Blade who recently was ousted from the order after consorting with servants of the House of the Black Lord, the temple of Bane in Mulmaster. He has come to the ruins to purge it of undead as a way of both gaining favor with Bane as well as a rite of initiation into the House of the Black Lord. He found Arturo's ring in the ruins and has yet to attune to it or discover its power. Initially, he is not suspicious of the party but any mentions of the ring or a lost magic item will put him on guard.

A successful **DC 15 Wisdom (insight)** will reveal that he is lying about his identity. A **DC 18 Charisma (Persuasion)** will allow players to convince him they are not here searching for the ring.

2. FORGIVE ME FATHER FOR YOU HAVE SINNED

Chamdar's calm presence quickly turns to one of distrust as the mention of the ring. His eyes narrow and he readies his morningstar, his back arching in a defensive posture. "You have been sent here to test me, haven't you? I knew Rastol Shan would not let me be. To the Nine Hells with you!"

Malarast is immediately hostile to the players and unless the roleplaying between the players and Malarast has been extensive, he likely has *shield of faith* still up, and has *magic weapon* still in effect. Malarast has been using his pets to scout out the area for undead. On Turn 2 of combat, they return, and the 2 hell hounds show up and join the battle on initiative count 20. The hounds liberally use their fire breath on the first turn they enter combat. Malarast will use them as a distraction to cast healing spells and/or use his potion if necessary.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove both **hell hounds**
- **Weak:** Remove one **hell hound**
- **Strong:** Add one **hell hound**
- **Very Strong:** Add two **hell hounds**

After the battle, searching Malarast yields the ring Arturo seeks. Also, unless he drank it during the battle, he has a ***potion of greater healing***. He also has two scrolls, one of *dispel magic* and one of *protection from energy*.

PART 5. THE RING RETURNS

Expected Duration: 30 minutes

WERE YOU REALLY GOING TO WEAR THAT?

Having found the ring as well defeated a former Blade, the party contacts Arturo.

General Features

Weather. It is evening, no longer raining but cold.

Terrain. The Wave and Wink sits in the northern portion of the city near one such elemental rift. It looks like portions of the building have been patched back together. Loud music and raucous laughter can be heard emanating from within the door that is propped open.

The ring found at last, you gather yourselves and make your way back to the Wave and Wink. As you approach the Wink, a hooded figure emerges from a doorway. "I trust the undead was no bother for such as yourselves?" Arturo matches your pace and enters the dance hall with you.

Arturo is pleased, to say the least. He buys the party around and dinner. His relief is evident. The party should press him further for information to accomplish Hightower's instructions. Arturo appears hesitant, thoughtful really, and proceeds to make an offer:

- He has promised information in exchange for the ring but has a better offer.
- Impressed with their aptitude, and always looking for talent for the Skulls, he pushes the idea the party may find work and protection within his organization.
- Which leads him to his offer: he will seek to set a meeting between the party and the Boss. It will present the party the chance to size up the Boss (and He to do the same of them) and give the party access to the Boss's possibly helpful knowledge. **Stress to the party he is offering them a meeting with the CEO, instead of middle management like himself. The Boss' knowledge is certainly more complete than Arturo's own.**
- He suspects who the real killer is but will not share their identity. A successful **DC 18 Wisdom (Insight)** check will reveal he is leaving something unsaid.

If they agree, Arturo tells the party he will find them with word soon and leaves. **If they balk, remind the party of Hightower's instructions - get whatever they can from Arturo. He is the lone lead in the investigation.**

CONCLUSION

Expected Duration: 10 minutes

Arturo returns with news and the party hands over the ring.

The following morning, Arturo waits for the party in the common room of the Wave and Wink when they wake. He seems pleased.

"Excellent news chums. The Boss has agreed to meet with you...assuming I return the lost item you recovered," he says with a grin, holding out his hand.

Arturo has sought and received permission to bring the party into a meeting with Him... the Boss ... the Godfather. When the party hands over the ring, the agreement is sealed. And the adventure will continue in SKULL 1-3!

The meeting with Himself should yield progress on two fronts: finding the murderer and finding more details about the Skulls. Who is watching you and the events as they unfold, that mystery remains.



ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 4 advancement checkpoints and 4 treasure checkpoints for completing this adventure.

PLAYER REWARDS

THE CHARACTERS EARN THE FOLLOWING PLAYER REWARDS FOR **COMPLETING THE ADVENTURE**:

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Wand of Magic Missiles. The entire length of this dark wood wand is laced in a thin line of silver. This item can be found in **Appendix 4**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

APPENDIX 1. LOCATIONS & NPCs

The following NPCs are featured prominently in this adventure:

Doran Hightower (Door-ann Hi -tow-uhr). Blade of Mulmaster. He is behind the character's search for information about his nephew's death. Generally aloof but even-handed. He is slowly becoming aware that there is more than family pride at stake in this investigation.

Arturo Scrivani (Are-ter-ro Scruh-vah-nee). Excited the party presents an opportunity to redeem his mistake. He is out to find an advantage for himself and the Skulls but is a straight dealer for a master thief. He is among the few who know the true nature of the Boss.

Chamdar Darkhope (Chaam-dar Dark-hope). A loner who worships a death god and has trouble in social settings. Not completely sane in truth but hasn't lost control of his actions in any way. He is another symptom of the vast disease that besets Mulmaster.

APPENDIX 2. CREATURE STATISTICS

ALLIP

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-23)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Perception +5, Stealth +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained

Senses darkvision 60 ft., passive Perception 15

Languages languages it knew in life (Common, draconic, primordial)

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Maddening Touch. *Melee spell attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) psychic damage.

Whisoers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8+3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8+3) psychic damage and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and the undead are immune to this effect.

REACTIONS

Uncanny Dodge. Arturo halves the damage that he takes from an attack that hits him. He must be able to see the attacker.

ARTURO SCRIVANI (MASTER THIEF)

Medium human, neutral evil

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3,
Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Common, Thieves' Cant

Challenge 5 (1,800 XP)

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

Evasion. If the Arturo is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the he instead takes no damage if he succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). Arturo deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated, and he doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Arturo makes three shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 +4) piercing damage.

REACTIONS

Uncanny Dodge. Arturo halves the damage that he takes from an attack that hits him. He must be able to see the attacker.

CHAMDAR DARKHOPE/MALARAST (WAR PRIEST)

Medium humanoid, lawful evil

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages Common, Infernal, Orcish

Challenge 9 (5,000 XP)

Magic Items. Ring of Fire Resistance, Potion of Healing

Spellcasting The priest is a 9th-level spellcaster. Its spellcasting-ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardian*, *water walk*

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*

5th level (1 slot): *flame strike*, *mass cure wounds*, *hold monster*

ACTIONS

Multiattack: The priest makes two melee attacks.

Maul. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage

REACTIONS

Guided Strike (Recharges after a Short or Long Rest): The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (−5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell attack:* +5 to hit, range 30 ft., one target. Hit: 10(3d6) fire damage.

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but cannot speak it

Challenge 3 (700 XP)

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

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

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly (hover) 50 ft.

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

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8+ 18)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical weapons that aren't Silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages The languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+ 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8+ 2) piercing damage.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly (hover) 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw, or it's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wisdom +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

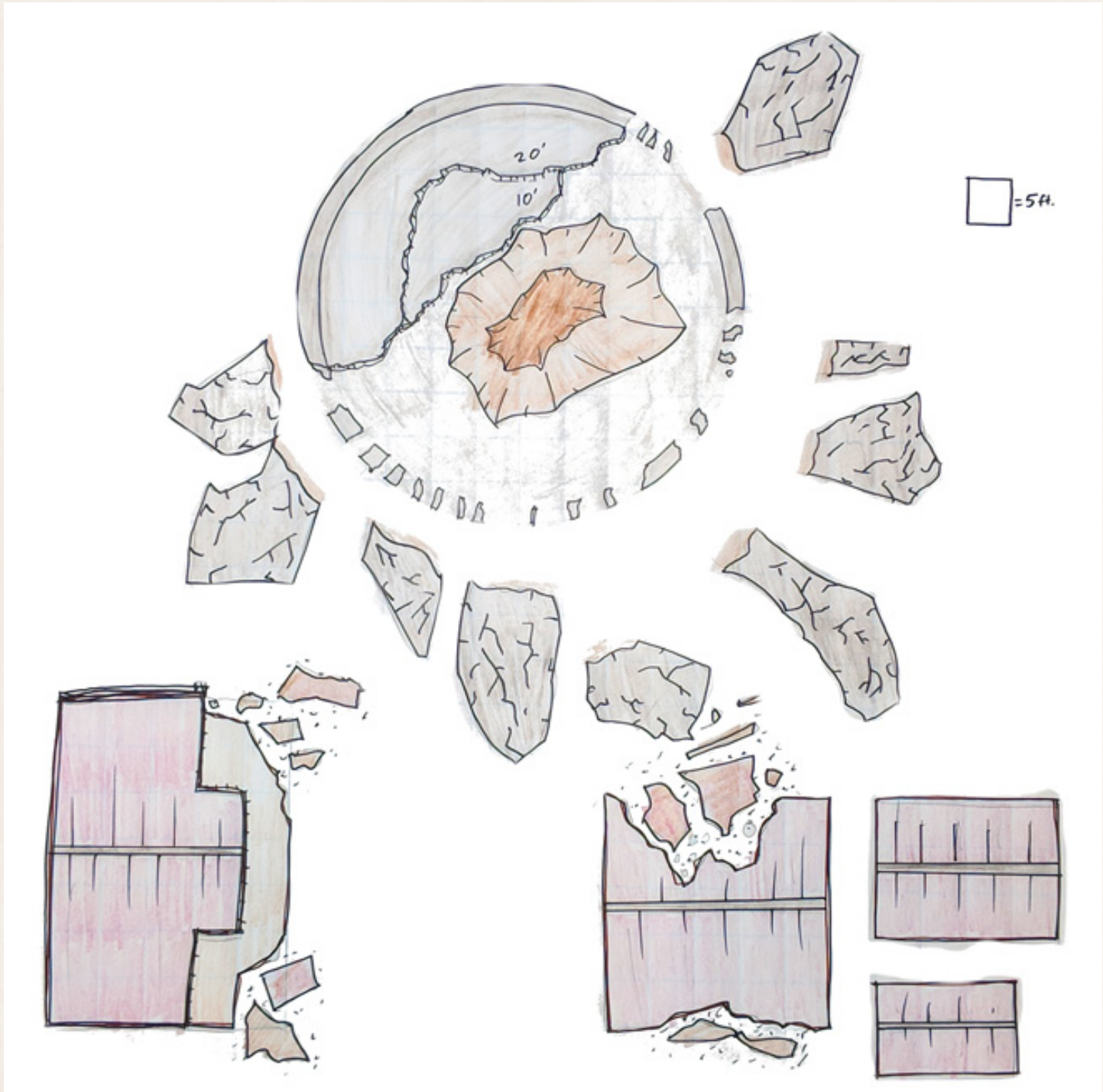
ACTIONS

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

APPENDIX 3. MAP OF MULMASTER



APPENDIX 4. TOWER OF MYSTERIES MAP



APPENDIX 5. WAND OF MAGIC MISSILE

(PLAYER HANDOUT)

During the course of this adventure, the characters may find the following permanent magic item:

WAND OF MAGIC MISSILES (TREASURE TABLE F)

Wand, uncommon

The entire length of this dark wood wand is laced in a thin line of silver.

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *Magic Missile* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

APPENDIX 5. DUNGEON MASTER TIPS

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 7**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session.

Each player is responsible for maintaining an ac-

curate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

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