

CCC-QCC2017 Rewards

Treasure

Mage's Spellbook (*one character*)

This hardcover tome with a glossy cover has several sections of pages that have separated from the binding. It appears numerous attempts have been made to reattach the cover using glue. Scribbled on the inside back cover are the phrases "Frog cult?" and "Dave says 'hi'." It contains the following spells:

1st level: *absorb elements**, *detect magic*, *earth tremor**, *mage armor*, *magic missile*, *shield*

2nd level: *earthbind**, *pyrotechnics**, *misty step*, *skywrite**, *suggestion*

3rd level: *counterspell*, *erupting earth**, *fireball*, *flame arrows**, *fly*

4th level: *elemental bane**, *greater invisibility*, *ice storm*, *watery sphere**

5th level: *cone of cold*, *control winds**

* These spells can be found in *Princes of the Apocalypse* and the *Elemental Evil Player's Guide*.

Manual of Bodily Health (*one character*)

Wondrous item, very rare

This leather-bound tome smells of rich mahogany and contains health, fitness, and diet tips, as well as an impressive collection of varied recipes for every occasion. The name "Montague" has been written on the inside front cover, possibly indicating a previous owner. A description of this item can be found on page 180 of the *Dungeon Master's Guide*.

Story Awards

The characters have the opportunity to earn the following story awards during the adventure.

Favor of Boddynock Glitterstone. Having spent time in the company of accomplished bounty hunter Boddynock Glitterstone, you have learned a thing or two about the history and efforts of the four major Elemental Evil cults that have been active in the regions through which you adventure. Boddynock reveals to you the location of a still functioning secret elemental node (air or water, PCs choice) near the Moonsea which you may travel to between adventures (spending 10 downtime days and the

associated lifestyle costs). Travelling to a water node will allow a character to recharge a weird tank while traveling to an air node will allow them to recharge a balloon pack, storm boomerang, and/or wingwear (1 per day). In addition, you gain advantage on Intelligence (History) checks relating to any two of the following Elemental Evil cults: the Black Earth, the Crushing Wave, the Eternal Flame, and/or the Howling Hatred.

To Wear the Cloak. If your character is a spellcaster, Zora Culkin has offered to sponsor your admittance into the Brotherhood of the Cloak due to your service to the city of Mulmaster. Though joining the Cloaks is mandatory for any arcanists seeking to stay in Mulmaster for an extended period of time, and sponsorship is not required, Zora Culkin's sponsorship will definitely have its perks.

Downtime Activity: Quest

Learn the Culture (Mulmaster)

You may spend 5 downtime days (and the associated lifestyle cost) in Mulmaster touring the city and learning the history of the region. You gain advantage on any single ability check relating to Mulmaster, the Brotherhood of the Cloaks, the cults of Elemental Evil, or the Red Wizards of Thay or on any single attack against an elemental or undead creature. Once the advantage benefit has been used, you may return to Mulmaster every time you gain a level and perform this quest again by spending the required downtime and lifestyle expenses.

Renown

All faction members earn one renown point for participating in this adventure. In addition, faction members who return to Mulmaster at the conclusion of the adventure and report back with the information requested by their faction contacts earn a **second renown point**.

Downtime

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

