



Hide and Seek

As Mulmaster rebuilds, in-fighting between the cities' elite has reached its peak. The Blades are forced to intervene, withholding a coveted cargo from The Zors. The Hawks have a risky proposition for adventurers that will send them above, through and below the streets of The City of Danger. Can they fulfill their charge with the ire of a city upon them?

A Four-Hour Adventure for 1st-4th Level Characters

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Introduction

Welcome to Hide and Seek, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play.

The adventure takes place in The City of Danger, Mulmaster. Adventurers rush over city rooftops, dart through streets and even trudge the sewers below as they protect a precious cargo.

Provided in this adventure are unique chase complications charts, expanded NPC descriptions, and player and DM handouts

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of three**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for player group sizes, character levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. They are presented for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength**, consult the following table.

Determining Party Strength

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

Some encounters may include an '**Adjusting the Encounter**' or '**Adjusting the Chase**' Sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure. Familiarize 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 battle-maps.
- 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.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, '**DM Tip**' Sidebars are provided to help you facilitate this. Maintain the adventure's spirit and help keep the game within the rules of the Adventurers League.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. Provide players with a full play experience.

NUKE-CON 2018

Nuke-Con is an annual gaming convention that takes place in Omaha, Nebraska. Nuke-Con seeks to bring the regional gaming community together in a celebration of dice-rolling, board-gaming and importantly, togetherness. Please visit their website at <http://fallout.nuke-con.com/>.

Adventure Primer

“TAG, you’re IT!”

— Kids on the playground

Adventure Background

In the destructive wake of elemental cultist attacks upon the city, The Zors of Mulmaster fight amongst one another. The heads of House Von Finklestein, Peytir, and Culkin, all struggle to manage dwindling resources. The resulting violence from their clashing entourages has spilled out into Mulmaster’s streets. The Council of Blades is urged to action.

A Zor trade envoy recently returns with its cargo after completing trade with the nearby elven village of Sunboughs (Captured in CCC-NUKE-01-01, “The Blighted Sun”). The Hawks are ordered to confiscate this cargo. The council intends to use it to compel The Zors to stop fighting until they can adjudicate.

Hawk Agent Faldric Garz is assigned to the disposition of the cargo of Sunboughs Honey. He seeks out adventurers to act as its custodians. His plan? to hide the honey until the council’s decision has been reached. Agent Garz sends adventurers to Raucier, a trusted informant, for help. Raucier points them to locations that may provide discretion and safety they require.

However, the streets of Mulmaster have many eyes, ears, and empty pockets – things that coin can sway. Corrupt city-guards, divine demonstrators, and cold-blooded criminals act, (directly and indirectly) to prevent our heroes from completing their task.

To complicate matters, there was a stowaway among the cargo- the honey bee pet of the Sunboughs’ elder’s daughter. The distraught wood elf, Marilynth Xilofane chased the trade envoy to Mulmaster! She tracks the honey, aids the heroes and waits for the right time to rescue her pet.

The heroes are pursued through the city from location-to-location, until two days pass, when they can deliver the honey back the Tower of the Blades, hear the judgement of the council, and receive their payment.

Location/NPC Summary (Expanded in Appendix 1)

Mulmaster (Muhl-MAST-er). The City of Danger. Rebuilding from elemental cult attacks. Ruled by The Council of Blades.
Faldric Garz (FAL-drik GARZ). Agent of the Hawks. Adventurer’s handler. Human. Dedicated but distrusting.
Marilynth Xilofane (Mare-IHL-enth Zee-LOW-feyn). Bee rescuer/Secret helper. Wood elf. Daring but naïve.
Raucier (ROSS-er). Liaison/Informant. Human. Friendly and discrete. Prides himself on his wealth of knowledge.
Gawr-Rhee (GAR-ree) Gambling Hall boss. Tiefling. Zhent. Charismatic but anxious. Knows his days are numbered.
Tim-Tombe Torquewrench (Tim-tom-BEE TORK-rentch) Gnome. Energetic and quirky. Creator of **MAXX.D-AM-AG-E!**

Adventure Overview

The adventure is broken down into five parts:

Part 1. The Council of the Blades’ proclamation is witnessed. Agent Garz makes the proposition.

Part2. Meeting with Raucier the Liaison. Safe havens are revealed. Corrupt city watch give chase!

Part3. The Zhentarim Vault. Heroes meet Boss Gawr-Rhee. Adventurers rest. The Zhents give chase!

Part 4. The Warehouse. Heroes meet Torquewrench and MAXX D-AM-AG-E! Marilynth Xilofane reveals herself! MAXX D-AM-AG-E! goes haywire and gives chase to the Tower of Blades!

Epilogue. Cargo is returned. Nobles confront heroes. The council of the Blades render judgement.

Adventure Hooks

Lord’s Alliance: The Zors await judgement from the Council of the Blades for recent violence. Their confiscated cargo must remain intact so they are appeased and turn towards interests.

Emerald Enclave: The Emerald Enclave has caught word that the daughter of a faction ally has run off from the elven settlement of Sunboughs. Finding her and returning her home is of the utmost importance.

General (All): You’ve come to the City of Danger looking for work. You catch word that a recently arrived cargo has caused quite the stir. There may be an opportunity for profitable work here beyond rebuilding or community service.

Part One: The Proclamation

Estimated Completion Time: 25 minutes

Story Beat: The adventure begins at the front of the Tower of the Blades, amidst a crowd of citizens. The players overhear rumors and take in observations. They hear the proclamation of the Council of the Blades of Mulmaster concerning recent noble violence. Players are introduced to an agent of the Hawks, the secret police of Mulmaster who offers the players an opportunity to help the council.

Read the following:

A large crowd amasses before the Tower of the Blades, home of Mulmaster's governing council. At the edge of the crowd, noble house banners stand prominently with their entourages. The City Watch keeps an eye out for unruly behavior. A procession walks forth from the Tower of the Blades gates - several men in robes of state, escorted by regally-dressed soldiers. The soldiers line up in front of the crowd. Some of the procession stops at the tower gates and wait near a parked wagon.

General Features

Terrain. Cobblestone streets are lined with trash. Some are slick with waste from roof drainage. Barrels and carts containing rubble are stationed throughout the city. Ash covers areas and pools of stagnant water are present. Giant sinkholes remain where buildings stood, some with sulfuric gases or fire rising from them!

Light. The lingering overcast does not prevent bright light during the day. In the evening, street lamplights provide dim light in some cleared areas of the city. Intense, bright light pulsates remaining cracks in the earth left by random fires that still sweep these areas.

Weather. The weather is spotty overcast during most days. Evenings are clear and provide a majestic view of the sunset.

Smells and Sounds. Smells of sewage and sulfur come from most damaged areas. The strong odor of dead fish blows in from the harbor. Sounds of re-building are prominent throughout the city (rolling wheels of wagons and wheel barrows, grunting and work chatter of laborers. Crowd of protesters direct anti-elite chanting at Mulmaster's elite.

Structures. Most buildings have structural damage if they are not totally destroyed. Blasted docks and wharf-side flotsam floats in Mulmaster's harbor. Rubble of former homes and businesses lay at the bottom of crater-size sinkholes. Stronger-built structures show visible water damage at their foundations.

Quick Eyes and Loose Tongues

Players may gain information through crowd observations or through hearing rumors from the crowd peoples. Each player may make a DC 10 Wisdom (Perception) Check or DC 10 Charisma (Persuasion) Check. Small-sized players make this check with Disadvantage, as the tightly gathered crowd makes it challenging to see and hear. For each successful check, reveal one of the following:

- A well-dressed lad speaks with several city watchmen. They occasionally point at the wagon near the tower gate. The sentries laugh, as the lad hands them a coin pouch.
- A Hawk agent and several gnomes gather at the parked wagon. The agent hands one of the gnomes a glass jar from the back of it. Participants in CCC-NUKE-01-01 "The Blighted Sun" recognize the jars of Sunboughs Honey.
- Dark-clothed footpads press through the crowd along with a lavish-dressed dwarf. They pass out gaming chips to surprised crowdgoers! Players of CCC-NUKE-01-01 "The Blighted Sun" recognize the dwarf as Durgin Lodepips" a renown gambler!
- A procession of acolytes and priests move through the crowd. Cheers of, "End the Thayan stench!" and "Rest for our dead!" rise from them. Their vestments belong to temples of Kelemvor and Helm.
- Upon the nearby roofs, city watch archers observe the gathering. A solitary cloaked and cowed observer also watches from above. The figure quickly disappears. but just from the glimpse you see the reflection of light off a cloak made of leaves.

After the players have had an opportunity to take in rumors, read the following:

A few moments later, one of the council steps forward to speak. "In light of the recent violence perpetuated by the Zors, the Council speaks thus- The actions of cultists have left our city in ruin. All suffer. Now the Zors have decided to bring us suffering as well. They fight over what they covet". Their gazes turn to a covered wagon at the gates, surrounded by city watchmen and a group of gnomes.

"The Zors sought to hide this wagon's arrival from Mulmaster. They have brought further violence over this

wagon's contents to our streets. We would rule that the contents be given Mulmaster common-folk, but it is not our decision alone. The High Sword must be conferred with. Until then, the wagon is confiscated until the morning of two days passing, when we will render our judgement!" Boos and cries of, "Feed the helpless!", "Punish the Zors!", and "Away with Thay!" rise as the council departs.

Proceed to "To Help the Hawks".

To Help the Hawks

Please read the following:

The enraged crowd eventually calms and disperses. You are then approached by a middle-aged human in brown dyed-leathers. Grey streaks line the sides of his dark hair, "I am Faldric Garz of The Hawks. I have an opportunity to serve Mulmaster. I'm sure you have questions. I will do my best to answer them. Will you follow me, please?" You are rushed through the tower's gates to a stone building. You are guided down stairs to a basement, where you are led through a door-lined hallway to a small, well-furnished office.

Agent Garz will answer what questions the players have based on the information below. He will give the following information:

- The Zors have been openly fighting amongst themselves over foodstuffs. The recent attack by elemental cultists have made supplies scarce. Their fighting has finally harmed citizens.
- They know that adventurers employed by The Zors recently were sent on a trade mission and returned with a wagon-filled with **20 jars of Sunboughs Honey**. Players of CCC-NUKE-01-01, "The Blighted Sun" know this already!
- The Council of the Blades confiscation of the wagon contents was a ploy to get the nobles to stop quarreling and to focus on the monumental task of Mulmaster's rebuilding.
- The Hawks are tasked with the honey's safe custody. Agent Garz believes corruption within the Hawks may compromise the honey's security. With no knowledge of where it is, it can be returned when needed.
- The players are asked to escort the honey to a trusted agent named Raucier, who will help the party. The players need to bring the honey back to The Tower of the Blades on

the morning of the third day. He provides directions to Raucier's shop and offers the 100gp now and 200gp later. Players can convince him to part with 50gp more with a successful DC 12 Charisma (Persuasion) Check.

Read the following:

Agent Garz leads you back up to the tower's courtyard. As you gather the honey and set off to meet Raucier, he waves and says, "The streets have many eyes. Watch yourself. We'll see you in a few days". Agent Garz watches you depart through the gates to the cities' streets. You get the feeling you are already being watched.

Development

The adventurers should have enough knowledge to know that they are in possession of something valuable, they need to protect it, and that they need to return with it. This Raucier will be the one that can help them do all of this. Proceed to Part Two, "The Plan".



Part Two. The Plan

Estimated Duration: 45 minutes

Story Beat: The players make their way to the shop of Raucier, a confidante of The Hawks. Raucier will point out hold-up sites throughout the city that can offer protection for a short time. The players will have the opportunity to formulate a plan with the information they receive. As they set their plan in motion, they become attacked and chased!

General Features (See Appendix 3)

Raucier shop and home is a two-story building. It stands 20ft tall and each floor is 40ft wide by 30ft long. The ceilings are 10ft. with a set of stairs between the floors. (Refer to Appendix 3)

Doors. Wooden. A bell announces customers. During the day, all doors are open in the evening they are locked. A trapdoor on the main floor leads to the sewer tunnels. A secret door on the second floor leads down to the streets.

Hallways. Raucier displays portraits of prominent figures in Mulmaster's history along the hallways.

Light. All rooms are brightly lit during the day. At night, table candles provide dim light to rooms and hallways.

Windows: Glass windows with wood shutters appear on both floors. Top floor windows allow access to the roof. Windows permit a view of the streets and nearby rooftops.

Smells and Sounds. Old books and paper. Potted flowers on shelf tops. Raucier's humming a familiar adventuring song. In the evening Raucier likes to burn flavored incense.

Raucier's Archives and Scriptorium

The home and shop of Raucier is located in a nearby district not far from The Tower of the Blades. He has made quite the living as scribe for customers and archivist of many Mulmaster historic writings. His vast knowledge and strict discretion have earned him the respect of many.

Read the following:

After a few minutes moving through the streets, you find Raucier's shoppe. This two-story building has avoided the damage of most of the neighboring buildings. A wood sign shows a scroll with coins and a quill sways above the entranceway. The ring of a door-way affixed bell announces you. Tables with surrounding chairs fill the main room. Tall shelves line the walls. Maps hang from some of them. The smell of old books and scrolls linger. Behind a paper-strewn counter, a middle-aged man, wearing a fine white shirt and a crushed velvet doublet lifts his head from a book. "Why hello there! How may I be of service today?"



Raucier welcomes the players (See Appendix 1 for role-playing tips). Raucier allows the adventurers to peruse the books, scrolls and maps that are displayed upon the shelves and walls, but will not part with any of them. He does offer the following items for sale: chalk, books (blank), paper, parchment, Ink, Ink pen (quill), map/scroll cases and scholar's kits (PHB pg. 150).

Players may make a DC 10 Intelligence (Investigation) to find unique items buried in the book, scrolls and maps spread throughout the shop.

- A used cartographer's kit along with a 20-page weathered handbook containing basic cartography and navigation maps.
- Preserved broadsheets which chronicle the attack of the elemental cults upon Mulmaster, and accounts to rebuild.
- A wall-sized nautical chart of the Moonsea, highlighting known trade routes and dangerous areas of the waters. Illustrations of a great underwater trench, and other landforms are emphasized.

Raucier is willing to provide copies of these documents but will not part with the originals. This will cost the standard 2gp per day fee (PHB pg. 159).

After a few moments, read the following aloud:

Raucier moves to the front door of the shop and locks it. He passes by and motions you through a hallway to a set of stairs. Ascending to the upper floor, you see a large open floor room. A mixture of attic, bedroom and study furnishings cover the entirety of this floor. A large wooden table with several laid-out maps sets at its center. Raucier sits in the only chair, a plush affair with purple cushions.

The players are free to ask questions, to which Raucier will answer to the best of his ability. He does convey the following to them:

- He discreetly serves faction agents and the elite of Mulmaster with sleuths, flora cataloging, holy texts copying, guild charter revisions, and “other” discrete matters.
- He knows the party has a cargo that is to be hidden but does not know what the cargo is.
- There are only two places he knows of where the cargo could be adequately hidden. He points them out on his map as he speaks to each one.
- In the Zhent Ghettos, a maze of sewer tunnels exist, in the remnants of the old Blade of Mulmaster’s respite, The Zhentarim have built a gambling hall and vault. Raucier has a pass phrase to gain entry (“Gawr-Rhee sent us”).
- A formidably-built dock warehouse belongs to a gnome, Tim-Tombee Torquewrench. The wharf near there is not fully-utilized. The gnome owes him a favor that he only wants to cash in as a last resort, so go there if the vault is compromised.

The DM should allow the players a few moments to discuss how they will get to which hold up sight they will go to and how they will get there (rooftop, streets, or sewers). This will set up the chase later in “The Chase Begins” (below). Proceed to “The City Watches”.

The City Watches

Players that make a DC 15 Wisdom (Perception) Check hear the sound of the front door bell ringing below or if near the window, they see city watch sentries amassing on the streets and on nearby roofs. If the check is made by 5 or more, they also see a cloaked figure further back on a roof watching.

When ready, read the following:

A loud crashing of tables and shelves interrupts your conversation! You hear the marching of feet and armor below. A gruff voice calls out. “Raucier, in the name of the City Watch of Mulmaster, show yourself!” Raucier looks at you with an expression of dread. He whispers, “Take this map, take your cargo, leave. Go out the windows to the roof. Wait- I do have a way down if you care to take to the streets. There’s also the trapdoor that leads to the sewers”.

The players can take the windows to the roof but find a group of City Watch sentries awaits them (see Tactics). If they decide to take to the streets, then Raucier guides them to the sliding wall leading to an escape pole that leads to the back-alley street behind Raucier’s shop. Players can make to the trap door on the main floor and enter the sewers.

If the players follow Raucier down to parley with the watch have them make a Group Charisma (Persuasion) DC 12 with Advantage. If successful, they stall the watch enough to get the jump on them and fight them or take off! If combat ensues, Raucier will try to move to safety and observe the fray from behind the room’s counter.

Wherever the players decide to go, have them make a Group DC 12 Dexterity (Stealth). If they succeed, they start the chase 30ft ahead! On a failed result, they are spotted and only get 15ft ahead before the chase starts.

This encounter ends in a combat or a chase. Refer to “Tactics” section for the actions of the sentries. If the players flee then move to “The Chase Begins!”.

DM Tip

Chases are meant to capture the spirit of the chase! Encourage players to move as quickly as possible to escape pursuit! Adjust chase complications or conditions as necessary. If under time constraints, consider removing chases from Parts 2 or 3. The Part 4 chase is a crucial part of the adventure and should be run.

Tactics

A patrol of corrupt City Watchmen have arrived at Raucier’s shop. They have been bribed to obtain the cargo. Although they number more than twenty, a group of three **guards**, three **scouts**, and one **spy** have entered the shop. Six **scouts** observe from the rooftops. They do non-lethal damage, only wanting to acquire the honey. At the beginning of the 4th round, three more **scouts** and four **guards** enter

into the shop (as above) to subdue the adventurers, but do not give chase, leaving that to those outside. Proceed to “The Chase Begins!”.

The Chase Begins

The players flee with the city watch on their heels! Consult “The Chase is On!” (Appendix 6) for a summary of chase rules and chase complication tables. Players are pursued by six **scouts**. When the chase starts, the party is ahead 30 ft, (unless they failed the above Dexterity Check). Please use the ‘Adjusting the Chase’ Sidebar as needed.

The chase ends when one of the players reach 240 feet AND at least the lead pursuer is more than the one movement distance from the slowest player, OR the pursuers/players are defeated, OR the player successfully make a DC 15 Group Dexterity (Stealth) Check at the end of the turn to lose their pursuers.

Adjusting the Chase

Consider making the following adjustments to encounter, according to your group.

Very Weak: Remove two **scouts**.

Weak: Remove two **scouts**. After three rounds, remove two **scouts**

Strong: Add two **scouts** to the chase.

Very Strong: Add two **spies** to the chase.

If a player is captured, the party is able to recover them minus their jars of honey, but the player awakes with **one level of exhaustion**. If the party is defeated, they awake to find Agent Garz and several trusted Hawks have recovered them. They are in an alley near the Zhentarim Vault (Part 3) with their belongings minus 1d6 jars of honey. They also awake with **one level of exhaustion**.

Development

After the chase ends, the players will find themselves at Zhentarim Vault, where their first day of holding up will take place. Please move on to Part 3.

Part 3. The Zhentarim Vault

Estimated Duration: 60 minutes.

Story Beat: The party head to an area of the sewers that once served as a hidden respite for the High Blade of Mulmaster. Explosions from elemental devastation orbs destroyed most of its tunnels and chambers. They meet Zhent Boss Gawr-Rhee, who will offer them haven and allows them to mingle, gamble, and rest. The arrival of Zhent assassins soon have our heroes on the run!

Read the text below (adjusting as necessary):

With your pursuers gone, you quickly turn into an alley. As you enter, nearby vendors block the alley entrance with carts! Broken crates and trash litter the alley; several water barrels stand. From scaffolds above, bricklayers repair walls. A tattered billboard covers the wall at the alley's end. It shows a portly, dark-bearded man holding a book, "-OLO SAYS BUY HIS -". Nearby stairs descend to an iron door.

The vendors and workers are Zhentarim lookouts. They act on the orders of the doorman at The Iron Door (see below). A DC 17 Wisdom (Perception) Check reveals a hidden entrance behind the billboard (see below).

General Features (See Appendix 4)

Terrain. The passages are constructed of solid stone and with wooden support beams.

Light. Oil lamps cast bright light in the gambling hall. The vault is dimly-lit. Passages are also dimly lit.

Sights, Smells, and Sounds. Guests gamble. Patrons jewelry sparkle. Flower-scented incense, pipe smoke and cooking meats hang in the air. Hangman's nooses dangle from rafters.

Structures. The entrance tunnel is 40ft long and 15ft wide. The ceilings are 10ft high. Cashier cages require a DC 18 Strength Check to bend its bars/lift its gates. The vault gate door is made of adamantite (AC:23 HP:18 DT: 10).

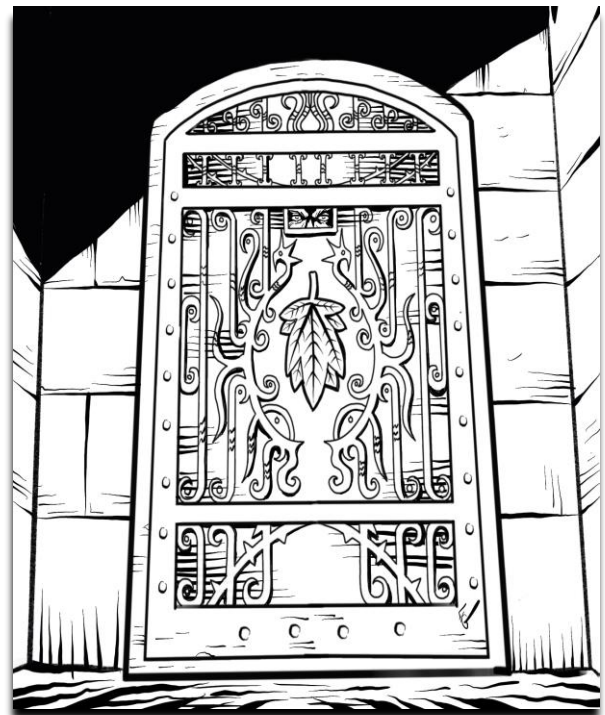
Crowd. The gambling hall crowd is a challenge to move and see through. Players move half their speed, unless under escort of Gawr-Rhee. Perception Checks and attacks are made at Disadvantage against anyone in the crowd.

Workers. Commoners of varying races. The vendors and bricklayers are disguised **thugs**. The Zhentarim employ **hobgoblins** as doormen, and employed **spies** watch for cheaters and troublemakers. **Thugs** are employed as general muscle. The pit boss is a **veteran** and vault guards are **bandit captains**. Gambling hall workers wear black uniforms with ties that resemble hangmen's nooses.

The Iron Door

If players make their way down the stairs to the door, read the following:

The iron door is rusted with age, all save the molding of a polished silver leaf that shines from the door's surface. As if sensing your presence, a latch slides at the door's middle. A pair of yellow-black pupiled eyes glares at you. A thick, gruff voice asks, "Who sent you?"



If the players do not give the password or attack the doorman, the workers and the vendors (four **thugs**) will close in from the scaffolds and the alley entrance. The doorman asks for the password again. If not given, they attack and the doorman sounds the alarm before joining the fight. They do **non-lethal damage**. If defeated, they find themselves in the vault area (Area D). Boss Gawr-Rhee meets them there.

If players give the passphrase ("Gawr-Rhee sent us") the doorman lets them in. The lookouts return to their tasks. If the players, have a vehicle with them, they are brought in through the hidden tunnel entrance. They are then escorted inside where they meet Boss Gawr-Rhee (below).

Read the following to the players:

You are led into a huge gambling hall, packed with revelers and gamblers enjoying the games of chance. You notice the presence of some of Mulmaster's elite as well as other seedier patrons. You are met by a tiefling dressed in lavish, black robes. A scarf that closely resembles a hangman's noose adorns his neck. "I am Gawr-Rhee. I understand you are in need of our services". With a wave of a hand, two workers move to your flank.

The players are escorted through the gambling hall and to the vault. Making small talk, Gawr-Rhee (See Appendix 1 for role-playing tips). may reveal the following:

- Raucier is a welcome visitor and filled with valuable information. As a token of thanks, he was given a one-time free entry for him or his guests. As of today, their debt with him is settled.
- Employees have caught word amongst guest chatter that you may have been followed. While he has no interest in what you players protect, he is certain others here do.
- The return of renown gambler, Durgin 'The Dungeon Dice-Roller' Lodepips, has drawn many gamblers. Many foolishly pit their wit and coin against him. He advises you all to just watch.
- Some of the gambling halls guests tonight will include prominent nobles and their entourages, members of The Cloaks, and a noble heiress from Elventree that comes from "old coin".

Boss Gawr-Rhee avoids answering any questions related to the Zhentarim. A successful DC 12 Wisdom (Insight) Check reveals that he appears anxious and jumpy. After leading the players to the vault, Boss Gawr-Rhee offers the hospitality of the gambling hall during their stay. He returns to resume hosting.

Players can wander the vault ('Peering'), speak with guests ('Mingling'), or they can gamble ('Jingling'). Food and Drink are made available. Proceed below after players have decided what they'd like to do.

Peering

If players look around, they may make other discoveries outside the vault's general features. Consult the Map in the Appendix 3, along with the following unique features.

A. The Iron Door The doorman gives a stern glare and a brusque attitude. With a successful DC 12 Charisma (Persuasion) Check, the doorman reveals that another entrance exists to the main hall, past the worker quarters. (Area F).

B. Kitchens/Cargo Area. Kitchen staff prepare food and drink for guests. Stairs descend to the food stores. A successful DC 10 Wisdom (Perception) Check reveals a refuse pit that ends in the sewers. With a DC 12 Charisma (Persuasion) Check, the staff reveal that Boss Gawr-Rhee has been "especially nervous" as of late.

C. The Gambling Hall. Four gambling tables are constantly crowded. Six vases adorned with agates (50gp a/piece) stand along the walls. Tapestries depicting masquerade galas hang on walls. Three **thugs** watch each main hall entrance. Two doors lead to privies (**C1**). A DC 10 Wisdom (Perception) Check reveals privy openings lead into the sewers. A pit boss and two spies are present. Boss Gawr-Rhee mingles with guests. Two workers man the cashier cages (**C2**). They trade coins for chips. keep loaded hand crossbows (with five bolts) under their counters. Two **thugs** guard the cages from the passageway behind them (leading to the secret door leading to area D).

D. The Vault. This 40 x 50 ft. chamber is where the collected profits of the operation are believed to be stored. Two **thugs** stand outside the vault's gate. Boss Gawr-Rhee has a key to this door. A 20ft diameter steel vault door sets in the west wall. It contains a turnstile handle and combination key lock. It opens to nothing- the real vault is located behind a secret door (read below). A successful DC 17 Intelligence (Investigation) Check or a DC 17 Dexterity Check (thieves tools proficiency grants advantage) reveals the vault's false nature. Piled plush chairs and sofas, fine art (100gp value) and dusty carpets (10gp) line the walls. Piles of velvet tapestries hide a secret door on the western wall. If the carpets are rolled away, two **mimics** disguised as chairs attack! A successful DC 15 Wisdom (Perception) Check discovers the secret door.

D1. The Real Vault. Beyond this sliding wall, a 5 ft wide, 15ft long tunnel leads to a 15x20 chamber. Six steel chests are riveted into the ground. The chests have locks on them requiring a DC 15 Dexterity Check (Advantage if proficient with thieves' tools) to open. The chests are empty. A set of stairs leads up from the vault to an abandoned city watch post. The Zhents use these stairs to take their revenue away to a location known only to Boss Gawr-Rhee.

E. Workers Quarters/Office. Ten bunkbeds occupy this chamber. Footlockers containing worker personal items set at the foot of each bunkbed. A closet in the southeast corner of the room contains worker uniforms. A DC 12 Wisdom (Perception) Check reveals a false bottom, containing three pouches, each containing 10gp. A door in the eastern wall opens to an office containing a desk covered in papers. These papers reveal that the Zhentarim are not storing gambling hall winnings here, but at another location above ground.

Mingling

Hand players Player Handout 2- 'Mingling in the Hall'. Players can make Charisma Checks (with or without associated skills) while mingling with guests. The DC of the Checks are guest dependent. On a successful Check, success by four or more, or failure, reveal what follows.

DM Tip

Remind players that should they pester guests or staff they may gain the attention of guards, lookouts, or the pit boss. Have fun with the dialogues! Keep in mind the challenges presented by the crowd highlighted in General Features, and that mingling gone wrong could have players in combat!

- **Zora Rosalind Culkin (DC 12)** is at the Masquerade Table, surrounded by courtiers. SUCCESS- Culkin reveals the Zors will reward the safe return of the cargo (Epilogue). SUCCESS by 4+- Culkin reveals that Boss Gawr-Rhee has "trouble coming" (Adv to Initiative Roll during 'Luck Runs Out'). FAIL: Culkin ignores the players. FAIL by 4+- two **commoner** courtiers attack!
- **The bartender (DC 10)** serves drinks while crowd-watching. SUCCESS: The bartender reveals the location of the sewer exits in Area C1. SUCCESS by 4+- Bartender reveals

the "hot" Gemstones machine (Adv to one roll on it). FAIL: Bartender smiles/ignores players. FAIL by 4+-Bartender slips player a strong drink (DC 15 Con Save or DisAdv to all checks for one hour).

- **Waiters (DC 10)** serve drinks and food to guests. SUCCESS- Waiters reveal exit to sewers in Area C. SUCCESS by 4+- Waiters reveal they are saving coin in their quarters (Area E) so they can sneak away. FAIL- Waiters ignore you. FAIL by 4+-Waiter's signal lookouts. Two **thugs** and one **spy** move players along, forcibly if needed.
- **The Elven heiress (DC 15)** plays a Gem Tunnel machine. SUCCESS: Heiress reveals there's a hidden vault (referring to D1). SUCCESS by 4+- Heiress revealed to be Hawk Agent Faldric Garz in disguise! He's reveals all sewer exit locations! FAIL: Heiress bats her eyes, goading one coin from the player. FAIL by 4+-The **veteran** pitboss and a **hobgoblin** doorman move behind players and urge them along.

Jingling

Hand gambling players Player Handout 1- 'Games of Chance. The Zhentarim allow players to sit at each game for three turns, cycling patrons through. The exception is the Three Dragons Table. The Zhents sponsor Durgin Lodepips, so they welcome any who stay at his table. Participants in *CCC-NUKE-01-01*, "The Blighted Sun" recognize him at the tables!

DM Tip

Reward those who role-play the gambling excitement or mingling encounters with Inspiration. Allow Advantage to players who have proficiency with gambling sets or implements (cards, dice, etc.). DMs may substitute games, or substitute information revealed in mingling to other useful knowledge. Remember that players actions span the course of hours until they sleep.

When players have had some time to make some observations, discoveries, or win some coin, the night will come to an end. Players will be escorted to the vault for the night. Move to "Luck Runs Out".

Luck Runs Out

When the players are ready, they are able to take a long rest. When the party awakens the next morning, read the following:

The sound of the screams alerts you to a struggle beyond the vault doors! The guards are nowhere in sight. Who hear yelling beyond the passage corner! Suddenly, a figure comes stumbling into view- it's Boss Gawr-Rhee! He shuffles to the nearby wall and collapses. You see the hilts of several daggers in his back! With his last breath, he gasps, "THEY'RE HERE! They've come to take it all! RUN!!! Before falling dead. A key falls from his hand through the vault's bars. It clatters to the floor, finally resting at your feet.

The key opens the vault door. Boss Gawr-Rhee is dead. His black silk hangman's noose scarf (25gp) and silver-taloned ring (5sp) are the only things of value on him. If the players decide to head to the main hall, they do not get through the door.

Read the following:

Chaos ensues! Casino patrons scream, running for any exit. Black-hooded ruffians attack patrons, ransack the gambling hall and swipe coin from tables before overturning them! Staff foolishly move towards the robbers, but the frantic fleeing crowd slows their advance! Their leader, a dark-hooded, blue-skinned hulk of a humanoid with long, sharp claws roars! Arrows fly over the crowd towards you!

Boss Gawr-Rhee lack of attentiveness to the rebuilding of the Zhent Ghettoes, has gained the attention of regional Zhent bosses. They have called from his removal. These Zhent 'removers' were sent to ransack the gambling hall, strike down Boss Gawr-Rhee, and any of his associates. Their numbers are too many to discern in the panic-stricken crowd. Moving toward the players are 4 **bandits** led by the robber's leader, a hooded **Orc Claw of Luthic**!

The players will need to choose how they will escape. There are several options to leave, requiring movement through the gambling hall, through the vault, or over the chasm. Although the bandits are in pursuit, they will not appear until the adventurers have reached one of the exits.

If the players press through The Gambling Hall:

Players must make a DC 15 Str or Dex Save to move through the main hall while avoiding bandit attacks and their leaders claws and spells. On a failed save, players take 1d8 damage of a type determined by a d4 roll (1-poison 2-necrotic 3-piercing 4-radiant). They must make the saving throw on each of their turns until they reach an exit! Move to 'The Chase Begins!'

If the players press/move into the Vault: If players have yet to discover the secret door to area D1, allow them a DC 12 Wisdom (Perception) Check to discover it. If the **mimics** have not been uncovered they attack! Resolve combat, but at the beginning of third round of combat, the pursuers arrive! If the players flee down the secret tunnel to (D1), and the mimics are alive, their pursuers are delayed (see below). If players remain in the vault, then continue combat as normal.

Otherwise, move to 'The Chase Begins!'

The Chase Begins!

After reaching any exit from the vault, the chase begins! Use the applicable chase complication table in Appendix 6. The players are pursued by one **Orc Claw of Luthic** and four **bandits**! Use the 'Adjusting the Chase' Sidebar as needed.

Adjusting the Chase

Consider making the following adjustments to encounter, according to your group.

Very Weak and Weak: Remove two **bandits**.

Strong: Add one **scouts** to the chase.

Very Strong: Add one **bandit captain** to the chase.

Players start 20 ft ahead of their pursuers! If they left the mimics alive they start 30ft ahead. The Orc Claw of Luthic will dash to catch up with players to attack them. Bandits/Scouts will move and fire their bows at players in range.

DM Tip

These chases are meant to capture the spirit of adventurers skirting away from their pursuers while protecting the honey!!! Encourage them to move quickly to escape them! Adjust chase ending conditions as necessary. For time constraints, consider removing the chases in Parts 2, 3 and transitioning directly to the next part. The chase in Part 4 is a crucial part of the adventure and should be run.

The chase ends if players reach 240ft with the lead pursuer out of Move distance to the closest player in the chase, OR the pursuers/players are defeated, OR the players successfully make a DC 12 Group Dexterity (Stealth) Check at the end of a chase round.

If a player is captured, the party is able to recover them minus their jars of honey, but the player awakes with **one level of exhaustion**. If the party is defeated, they awake in the back of a wagon, with their belongings, minus 1d6 jars of honey, and one **potion of healing** near Tim-Tombee's Warehouse (Part 4). The player or players wake up with **one level of exhaustion**. Once the chase ends, proceed to 'Development'.

Treasure

The vault's fine art is worth 100gp, the carpets 10gp. The workers hidden money pouches contain 10gp each. Standing vases in the main hall are worth 50gp/each. Gawr-Rhee's black-velvet noose scarf could fetch 25gp. His silver ring could fetch 5sp. If players win any gold at the tables, it's theirs!

Development

Two days should have passed at this point, with the players moving on to Tim-Tombee's the Part 4 of the adventure on the third day. Any of the information gained during this part by players is of great interest to The Zhentarim and meet the requirements of the faction assignment. Proceed to Part Four.



Part 4. Bolt to Tombees!

Estimated Duration: 60 minutes

Story Beat: The players arrive at the harbor warehouse of Tim-Tombee Torquewrench, a gnome tinkerer and aspiring smithy. He welcomes the players and introduces to his newest creation. The mystery stranger following the players is finally revealed! After resting, the players leave for the Tower of Blades, only to become pursued by a haywire antagonist with magical-induced honey hunger!

If the players were defeated during the last chase, they find themselves here, in the back of a wagon. Adjust the narrative below to capture this.

When you are ready, ready the following aloud:

You arrive at Mulmaster's harbor. Piles of rubble litter the coastline. Trash barges move through floating debris in an effort to clear the bay waters. Moving over the wharf's rickety boards, you arrive at the warehouse. It is unmarred by the surrounding ruin. Metal sliding doors open, as a billowing, black smoke rolls forth. Two soot-covered gnomes rush from it, soot-covered and coughing. A third gnome moves past them and walks towards you.

Those that observed Torquewrench in Part One recognize him immediately. Continue reading below:

:COUGH: "I apologize for the smoke. I'm Tim-Tombee Torquewrench :COUGH: and these are some of my assistants. We wanted the smoke cleared out before you arrived. Oh, well, come on in!". You are led into the warehouse. At its center, the gnome urges you to place your things. You see that half of the giant warehouse hold stacks of barrels, crates and iron drums. Bolts, springs, and tools lay strewn across work tables. Winches and pulleys hold ropes guided over-hanging rafters. An old carriage and wagon are stationed near a loading dock.

General Features

Tim-Tombee's Torquewrench's Warehouse is a steel-reinforced building that stands 30ft tall.

Floor. A 100ft x 50ft floor made of cement.

Light. Bright light comes in through second floor shutters. Standing oil lanterns provide bright light. Crate piles areas are dimly lit.

Entrances/Exits. Two sets of sliding doors lead to the main floor and loading dock areas respectively.

Forge. A furnace with anvil and hammers of different sizes.

Crates/Barrels/Drums. Crates are stacked in varying heights contain tinkerers tools, smithy tools, screws, bolts, cogs and springs of all sizes. Barrels contain a variety of foodstuffs. Steel drums contain oil.

Stairs. Two set of stairs ascend 15ft to a walkway above the warehouse floor and leads to office and barracks.

Assistants. 8 tinker gnomes work here. Treat them as **commoners** with appropriate racial traits (PHB pgs.36-37).

Work Tables. 15ft long tables where projects in various stages of completion: clockwork dolls, a safety suit made in dwarven likeness, a "lantern helm" w/kazoo and an oil can of *Tombee's Dubbayudee* (see Treasure)

Winches/Lifts. Panels with knobs and levels resembling a symbol of Gond adorn their panels. They lift move heavy objects the gnomes cannot move themselves.

Loading Dock. A rickety wagon and old carriage are parked. The gnomes made non-flattering repairs to them (colored fins, steel plates; smiley faces painted). Stats: **Wagon**-MV:25 AC:16 HP:30 DT:8 **Carriage**: MV:35 AC:15 HP:25 DT:5

Stables. A Small stable behind warehouse where several aging **draft horses** are cared for. (Appendix 1)

Torquewrench asks the players where they have traveled up to this point and entertains questions (See Appendix 1 for role-playing tips). Allow the players to learn the following:



- The gnome owes Raucier a favor for helping him get some patents approved by the Council of the Blades, and also for loaning him a book on smithing. Their stay repays his debt to Raucier.
- He knows the party escorts the honey. He was given a jar from the Hawks for his project.
- He and his gnome assistants continue to work on devices to help the rebuilding of Mulmaster.
- The wagon and coach were a gift to him from noble and artisan customers. They keep a mule and horse are stabled nearby. He will have them ready for the party when they leave tomorrow.

The gnome 'walks-and-talks' as he shows off the main floor of the warehouse. Use the information provided in the General Features for area descriptions before moving to 'The Big Project'.

The Big Project

Read the following:

Torquewrench stops at the base of a structure covered in a tarp. The gnome assistants leave their work to gather nearby. With anticipation and excitement Torquewrench exclaims, "We can protect your stuff with THIS! The tarp falls, revealing an 8-foot tall metal construct-a suit of plate armor with a winged helmet. "Behold! Magic-Automaton Twenty, Double-Armored, Mobility-Augmented...and..". on cue the gnomes yell, "GOND-ENGINEERED!". Amidst gnome applause, one whispers to a nearby comrade, "Why doesn't he just call it MAXXDAMAGE!?"

M-AXXD-AM-AG-E! is a **helmed horror** that Torquewrench was paid by the Zors to build. It was to accompany recent trade envoy sent to the Cormanthor Forest. It was not finished in time. The gnome admits there is an issue to work out before it's completion but does not elaborate.

Players with the "Jar of Gratitude" Story Award may entice the gnome to reveal the problem. If they do, Torquewrench reveals he needs the Sunboughs Honey to create a magical catalyst to fuel the construct. If players offer their honey from this story reward, they must remove it from their logs.

Players may offer honey from the cargo. Allow them a Group DC 17 Charisma (Persuasion) Check. Subtract one from the DC of the check for each jar of honey offered (up to five). On a successful check, Torquewrench's reveals the issue (above). On a failed check, he thanks players for their kindness,

Regardless, his assistants excitedly begin the process of concocting the fuel with the jar they have plus whatever the players offer. DM's should note the amount of honey given. It will affect the ensuing chase and events in the Epilogue.

The Big Surprise

Read the following:

As Torquewrench continues, he is interrupted by a loud rapping on the warehouse doors! Gnome assistants rush to the entrance! After a few moments, the gnomes slide open the doors, allowing a green-cloaked stranger to enter. The person looks familiar-the helpful stranger during the chases! The stranger approaches and lowers their hood. Before you is a wood-elf, through the soot and grime that covers her face, you see a purple lock of hair. With a sigh she says, "I'm glad you're safe"

The wood-elf is Marilynth Xilofane (See Appendix 1 for role-playing tips). Participants in CCC-NUKE-01-01 recognize her as the daughter of the elder of Sunboughs. She reveals that she sneaked away from home to pursue the honey! Soliqueen, her beloved pet bee, is trapped in one of the honey jars! She tracked them and waited for the opportunity to safely approach. If allowed, she shows the players the jar that has the bee in it. A successful DC 15 Wisdom (Perception) Check reveals the tiny bee. They are elated to be reunited. Xilofane thanks the party and asks Torquewrench to rest here for the night, to which the gnomes oblige.

Xilofane confides to players with the *“Magenta’s Thanks”* Story Award from CCC-NUKE-01-01 that she’s glad she found Soliqueen, but she does not want to return home. She has a wanderlust and wants to travel the Moonsea Region. If these players convince her to follow her heart, award them one inspiration.

Other players who make the DC 17 Wisdom (Perception) Check notice Marilynth’s uncertainty and overhear Marilynth revealing these secrets to Soliqueen. On a failed check, she thanks players for keeping Soliqueen safe and insist they spend the rest of her time here giving their chase accounts!

Players who keep her secret private, earn the *“Bee-Trusting”* Story Award. Those that share what they learned from her with others earn the *“Bee-Trayed”* Story Award. Emerald Enclave members can use this opportunity to convince Marilynth Xilofane to return home. A successful DC 11 Charisma (Persuasion) Check convinces her to do so, but reluctantly. On a failed check, she leaves perturbed and heads to rest.

Torquewrench asks the players if they wish to travel to the tower tomorrow by horse, by horse and carriage, by mule and wagon or on foot. Allow players to decide which conveyance they want but encourage them to agree to one type of conveyance. The gnomes ensure they have the selected conveyance prepared for them.

The events of the day have taken their toll on everyone. Allow the players their long rest at this point. During the night, Torquewrench and his assistants concoct and administer a fuel sample for MAXXD-AM-AG-E!, but the construct does not activate.

Proceed to “Haywire along the Homestretch”.

Haywire along the Homestretch!

Read the following:

The following morning, you find the gnomes have the (carriage/wagon) ready. They have gathered nearby, presenting a tray of coffee and crumb cakes to you. Tim-Tombe Torquewrench is not as animated as the others, but he hops in. As you leave the warehouse and move through the Dock Ward streets, Torquewrench says, “Well, I have to tell the Zors that it didn’t work! We mixed and poured it right ...but it didn’t work. Oh well”. :Sigh:

Meanwhile, M-AXX D-AM-AG-E! activates! The mixture of gnome fuel delayed the helmed horror’s sentience! With “gno” gnomes around to program it, it awakes confused! Attributing life to the Sunboughs Honey, this now-sentient construct crashes through warehouse doors, chasing the players (and their cargo). Proceed to “The Last Chase Begins!”.

The Last Chase Begins!

M-AXX D-AM-AG-E! is 15ft behind the players at the chase’s start. Use ‘The Chase is On!’ Rules Summary, and the complication table, “Haywire on the Homestretch” for this chase. Review the ‘Adjusting the Chase’ Sidebar to make needed changes.

Adjusting the Chase

Make the following adjustments to encounter.

All levels: Add a Slam Attack (+5 to hit, reach 5ft. Dmg 1d6+4 bludgeoning) Remove Longsword.

Very Weak/Weak: Lower AC to 16; Lower damage by one die type (d10 to d8, d8 to d6, etc.)

Average: Lower AC to 18;

Strong/Very Strong: Lower AC to 18; Slam Attack Dmg increased to 1d8+4. Increase table Save DCs by 2.

If players use a vehicle, they must elect a player to guide it. If the group decides to ride horses, they are provided. Players may travel by foot.

DM TIP

M-AXX D-AM-AG-E!’s actions are captured on the “Haywire on the Homestretch” chase Complication Table. Table results can cause it to lose/gain turns, overheat, or perform special attacks! Use Torquewrench’s **(T3W)** quotes in **bold** if you’d like add dialogue to this chase. M-AXXD-AM-AG-E! will be challenging to defeat, but it certainly is possible. Encourage your players to heed Timtombee’s words and outrun it!

Tactics

M-AXX D-AM-AG-E! is drawn to the honey and wants to obtain it. If it catches up with players, it uses its **Slam Attack** twice. If the players are on a mount/vehicle, it attacks the vehicle. If M-AXXD-AM-AG-E! destroys the vehicle, the player(s) must make a DC 12 Dex Save or tumble into the street, falling prone and take 1d8 damage. The construct will then consume any honey that remains, then explode! (below). If M-AXXD-AM-AG-E! defeats a mounted player, that player falls prone and the honey in their or their mount's possession is consumed. It then explodes! (below)

M-AXX D-AM-AG-E! pursues the players a total number of turns (NOT ROUNDS) based on the amount of Sunboughs Honey that was used to concoct its fuel: 1 jar-8 turns, 2/3 jars-11 turns, 4/5 jars-14 turns. At the end of each player's turn, reduce its turn count by one. **Once out of turns, it shuts down.** Torquewrench's workers rush up the street to recover the construct, as players move on.

As M-AXX D-AM-AG-E!'s rampages, it may gain or lose Overheat levels. Use Appendix 6 to keep track of overheat levels. Once it gains four overheat levels, M-AXX D-AMAG-E!'s stops and explodes! All players within 60ft need to make a DC 17 Dexterity Save or take 2d10 force damage! (Save for half-damage).

The chase ends when active players in the chase reach Tower of the Blades at 240ft OR the players or M-AXX D-AM-AG-E! are defeated OR M-AXX D-AM-AG-E! shuts down/explodes! Defeated players are eventually recovered by horse-bound Hawks. Whether they are present in Part Four is left to the DM.

Treasure

Plates that fall from M-AXX D-AM-AG-E!'s body are worth 5gp each. Golden slag discharged from the construct are worth 10gp each.

Development

Victorious or not, the players arrive at the Tower of the Blades to find spectators already gathered. DM should have a good count of how many jars of honey are left after the chase before moving on, as this will affect events in the Epilogue.

Epilogue

Estimated Duration: 30-45 minutes

Story Beat: The adventure's conclusion has our heroes deliver the honey to the Hawks. While awaiting their reward, the adventurers meet The Zors and Cora Peytir. The Council of the Blades arrive and render its ruling. The citizens of Mulmaster react!

Read the appropriate narrative, making changes as necessary.

A Worn Welcome

If the players arrive and M-AXX D-AM-AG-E! shutdown/exploded, read the following:

The crowd of Mulmaster's citizens are gathered before the Tower of the Blades. The crowd's muttering is lulled as they collectively take in your presence. The silence is made more unsettling by mixed looks of anger and distrust on gathered peoples. Nearby Zor carriages brandishing their heraldry are parked near their large entourages. Hawks move to escort you and your cargo near the gates to the tower. All await the arrival of The Council of the Blades.

The players and the cargo are under the protection of six Hawk **spies** until the arrival of The Council of the Blades. Agent Garz is nowhere in sight. He arrives in the procession of the council. From here players can see acolytes of Kelemvor, Zhentarim Vault workers, and injured city watchmen amongst the people in the crowds. Their stares at adventurers are seething. Proceed to 'A Noble Cause'.

If players arrived and M-AXX D-AM-AG-E! was not destroyed, read the following:

Crowd screams greet your arrival! Word has already reached the tower that the construct approaches! People race to seek safety behind barrel stacks and wagons! Tim-Tombee races towards the noble entourages. City watch archers wait in nervous anticipation. The crushing of stone brings an abrupt end to the wait! MAXXDAM-AGE! storms towards you! The people of Mulmaster raise their fist and weapons! Cries to deities, faction, and city rise to roar! They charge the reckless automaton!

Roll for initiative! MAXX D-AM-AG-E! enters combat with what remaining hit points he had from the chase! The attacks of the peoples of Mulmaster

are captured at the bottom of every combat round, dealing 1d12 damage to it. When it's HP reach 0, it shuts down, stopping in its track. Proceed to 'A Noble Deed Done?'. Should M-AXX D-AM-AG-E! defeat the players, a late-arriving group of Cloaks of Mulmaster bring its rampage to a halt. Skip 'A Noble Deed?' and Proceed to 'The Blade Wounds'.

A Noble Deed?

Read the following:

Cheers of victory rise from the crowd as news of the defeat of the plated giant is shared. In the clamor's midst, you notice a regally-dressed group move from the Zor carriages. Short moments later, they appear before you. The Hawks stay close, but part to allow them to present themselves: An intense woman that looks of Mulmaster's elite and militancy, two Zors dressed in blue-velvet doublets and cloaks; a middle-aged woman adorned in a polished breastplate, and cream-and-crimson cloak. She slightly turns, purposely revealing the hilt of her polished rapier to you.

Players that make a DC 10 Intelligence (History) Check (allow those with Noble Backgrounds make the roll with Advantage) recognize Cora Peytir, influential member of The Blades, Zor Milben Von Finklestien and his partner, Perless, and Zora Rosalind Culkin, former Cloak and Mulmaster socialite.

After introductions, Cora Peytir directly asks if the players have "her" honey. The Von Finklestein's gasp at her audacity. Zora Culkin shakes her head and taps nervously on her rapier's hilt. Their bickering gets heated until Zora Culkin, begs them to stop!

They ask to see the honey. The Hawks will allow them a glance at it. The results depend on the following below.

If there is no honey: Cora Peytir's expression tightens to a deep look of contempt. Zor Von Finklestein stares incredulously as Perless begins to weep uncontrollably against his shoulder. Zora Culkin clenches one of her fists as she instinctively reaches for her rapier, then composes herself. All players earn the "Bee-Gone" Story Reward as the procession departs in disgust back to their carriages to await the arrival of the Council of the Blades.

If all the honey is present: Cora Peytir's hands them a coin-filled pouch (300sp) and an ornately-carved wood hand axe (10gp). Zor Von Finklestien

smiles as his eyes swell; Perless hands him a kerchief. He presents players a statuette of a sphinx, painted in blue fire adorned with star-shaped sapphires (50gp). Zora Culkin's nods in approval. Her servants present three bottles of Mulmaster Bloodwine (20gp/apiece) to the players. They give their thanks and return to their carriages.

If some of the honey is present: Cora Peytir accuses the others of cheating her out of her share. The Von Finklesteins are confused; they wonder what they did to upset the Sunboughs elves. Zora Culkin tells players this will not please her gala guests. They angrily depart back to their carriages.

Players may attempt a Group DC 15 Charisma (Persuasion) Check to convince them to split what remains. Players that have 'The Sting of The Zors' Story Reward from CCC-NUKE-01-01 roll with Disadvantage!

If successful, they all agree. The players are rewarded the hand axe, one bottle of Bloodwine, and the statuette. On a failed check, nasty glares by Cora Peytir and Zora Culkin are followed by thanks from Zor Finklestein. Players that failed the check earn the "Bee-Gone" Story Award. They return to their carriages to await the council's arrival.

Proceed to 'The Blades Wound'.

The Blades Wound

Read the following:

The crowd watches as the council emerges from the gates of The Tower of the Blades. At the procession's rear you spot Agent Garz and Raucier. One of the council speaks. "With the counsel of the High Blade conferred, the council rules thus- The Zors are hereby admonished for their behavior and for that, the cargo will be kept and turned over". Cheers of approval rise. The council continues, "...to our Thayan brethren that are working exhaustingly to restore our city to its former glory...". Silence sweeps the crowd ...followed by cries of outrage! The crowd turns violent! The people charge, hurling rubble and trash at the council! Guards block the oppressing crowd as the council rushes back through the tower's gates! Agent Garz and Raucier push through the protesters to make towards you!

The players delivered no honey: Agent Garz hands the bundle to the party, which contains the plates and slag left by MAXX D-AM-AG-E! (See "Treasure"), then says that once the council learns that there is no honey to give to the Thayans, they

will not be happy. Players earn the "Bee-Gone" Story Award. The Zors and Cora Peytir will "remember" the players. Raucier warns that they may not be welcomed in Mulmaster for some time. Proceed to 'Conclusion'.

If the player delivered all of the honey: Agent Garz hands the bundle to the party, which contains the plates and slag left in the wake of MAXX D-AM-AG-E! (See "Treasure") and delivers their payment. Garz offers future work with the Hawks, earning the players the 'Shadow the Shadows' Downtime Activity. Tim-Tombee Torquewrench offers the players his "Dubbayoodie" (see "Treasure") if MAXX D-AM-AG-E! is defeated. Raucier believes that The Zors may reach out to the factions to exact their revenge upon the council. Proceed to 'Conclusion'.

The players delivered some of the honey: Agent Garz hands a heavy bundle to the party, which contains the plates and slag left in the wake of MAXX D-AM-AG-E! then also tells them that since they lost some of the honey, they will get half of the payment. Garz and Raucier are not sure how the Zors and Cora Peytir will deal with the Council of the Blades decision. Proceed to 'Conclusion'.

Treasure

If the adventurers delivered the entire cargo they're paid 300gp. If they delivered some of it, they're paid 150gp. Cora Peytir's pouch has 300sp in it; the fine hand-axe is worth 10gp. The sphinx statuette is worth 50gp. Bottles of Mulmaster Bloodwine are worth 20gp/apiece. Tombee's "Dubbayoodie" is Oil of Slipperiness (See Player Handout 5).

Conclusion

Will the adventurers heed Agent Garz and Raucier's words and leave Mulmaster? Did Marilynth Xilofane return home? What form will a new Zhentarim presence in Mulmaster take? Is this the last we have seen of MAXXD-AM-AG-E!? Will Mulmaster rebuild, or is this a short reprieve for the coming of something far worse... like a Red War?

About the Author

Marcello De Velazquez, is a retired US Air Force veteran of 20 years, whose friends encouraged him to write adventures. This module was based on his favorite D&D people, rules, stories and the mascots of NUKE-CON. He likes PB&Js.

Quote: "How many easter eggs can you pick out of the mod?"

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Acolyte	50
Bandit	25
Bandit Captain	450
Commoner	10
Guard	25
Helmed horror	1100
Hobgoblin	100
Mimic	450
Orc Claw of Luthic	450
Priest	450
Scout	100
Spy	200

Non-Combat Awards

Task or Accomplishment	XP Per Character
Avoid being caught in each chase	50 per chase
Learn Torquewrench's secret	50
Convince Xilofane to go home	100
Convince Zors to split loot	150
Return all honey to tower	200

The **minimum** total award for each character participating in this adventure is 600 **experience points**.

The **maximum** total award for each character participating in this adventure is 1200 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Fine Art	100
Old carpets	10
Workers hidden pouches	10/each
Standing Vases	50/each
Black Velvet Scarf	25
Plate shards	5/each
Steel Slag	10/each
Delivered honey	300/150
Peytir's pouch	30
Fine carved hand-axe	10
Sphinx statuette	50
Mulmaster wine	50/each

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Tombee's "Dubbayoodie" (Oil of Slipperiness)

Potion, uncommon

This beaten oilcan is shaped in the likeness of a gnome: the spout is the tip of the gnome's hat and handle is the arm with hand placed on its hip. When the oil is applied, the sound of bolts clattering and springs "boing"-ing constantly assaults the user. This item is further explained on **Player Handout 5**.

Potion of Healing

Potion, common

This item can be found in the *Player's Handbook*.

Alchemist's Fire

Item, common

This item can be found in the *Player's Handbook*.

Downtime

Players earn **10 downtime days** for playing this adventure.

Downtime Activities

During the course of this adventure, the characters may earn access to the following downtime activity:

Shadow the Shadows- Agent Garz provides you an opportunity to shadow the secret police of Mulmaster. You learn how The Hawks conduct investigations, stakeouts and interrogations. More information can be found in **Player Handout 3**.

Story Awards

During the course of this adventure, the characters may earn the following story awards, which are captured for players on **Player Handout 4**.

"Bee-Trusting" - Keeping your word, you promised not to reveal to anyone that Marilynth was in Mulmaster nor that she does not want to return to the Sunboughs. Carrying such a secret will earn you Magenta's favor, but her father may not be pleased. He may have something to say to you about it if you cross paths again.

"Bee-trayed!" - You have decided it is in Marilynth's best interest to advise others of her unwillingness to return to her home. She no longer sees you as kind, trusting heroes, like the ones that once saved her village. Her distrust may manifest in future travels in the Cormanthor Forest.

"BEE-GONE!" - The honey is damaged or destroyed. Agent Garz tells you that once the Council of the Blades realizes they do have the entire cargo to give the Thayans, they will want your heads. The Zors, in a veiled act of loyalty, demand you be arrested and flogged in public for dereliction. You must get out of The City of Danger until things blow over. Who knows when that will "bee".

Renown

Each character receives **one renown** at the conclusion of this adventure.

Members of the Emerald Enclave who convince Marilynth Xilofane to return home earn **one additional renown** point.

Members of the Lord's Alliance that ensure all the honey is returned earn **one additional renown** point.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix 1. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Faldric Garz (FAL-drik GARZ). Agent of the Hawks. Adventurer's handler. Human.

Dedicated but distrusting. Faldric Garz represents all the good qualities of service to The Hawks and dislikes all the bad things he see in them. He does his best to fit it with the others, while doing better deeds away from distrustful eyes.

He often alters his appearance, but when he is not he appears to be a middle-aged man with worn leathers and breeches and is never without a dark-hued hooded cloak.

Quote: "The eyes of Mulmaster are always watching".

Marilynth Xilofane (Mare-IHL-enth Zee-LOW-feyn). Bee rescuer/Secret helper. Wood elf.

Daring but naïve. The Sunboughs native fled her village to chase after her pet, who has a wanderlust of its own. Her curiosity of heroes and a big city has her wanting to see more. She enjoys the rustic look of traveler's clothes and adventuring gear and is not without her favorite hooded cloak and long bow and quiver. A medallion depicting a wood-carved honeycomb, the symbol of her village, never comes off her neck.

Quote: "I'm here for the bee...then I'll go anywhere I want!"

Raucier (ROSS-er). Liaison/Informant. Human.

Friendly and discrete. The middle-aged man Raucier has made his living off of discretion and information. Over time, he amassed profound knowledge of City of Danger happenings throughout its history, as well as the surrounding Moonsea Region. He is friend to all (for the right price). He always has a smile on his face, even when he not in festive spirits.

Raucier is never seen without a frilly-cuffed shirt and vest of different hues of red. He is

never his large journal and ink-filled quill (a gift from tinker gnome, Tintombe Torquewrench)

Quote: "Of course I know why you came to see me. Would YOU like to know too?"

Gawr-Rhee (GAR-ree) Gambling Hall boss. Tiefling. Zhent. Charismatic but anxious.

The new leader of The Hangmen is ambitious and greedy. He moved The Hangmen underground when the cultist attacks ended, so he could keep a gambling operation discrete, avoid paying out old debts, and stop paying Black Network dues. He knows the Zhentarim will eventually catch on, but he plans to be long gone before then.

Boss Gawr-Rhee is never without his black velvet scarf, tied like a noose around his neck and his sliver talon ring. His robes are dark with gold embroidery, and often display images of tropical flora, fauna, beaches, and waters.

Quote: Enjoying your ---? What was that!? Did you see that!?!"

Tim-Tombe Torquewrench (Tim-tom-BEE TORK-rentch)

This tinker gnome and his crew are annoyingly energetic and irritatingly inquisitive. Torquewrench takes great pride in every one of his inventions, even if they have no practical purpose. He is friendly to all until he has a reason to be stern. He is first to tell you that Gond, The Wonderbringer has blessed him with the best-est, smartiest, able bunch of assistants and tools to work his craft!

His work apron is covered in pockets and belts containing all manner of tinkerer's tools. He is never without goggles that are often covered in black soot. He and his crew are often bandaged up from!

Quote: "Gnome envisioned, GOND Engineered!"

Magic-Automaton Twenty, Doubled-Armoured, Mobility-Augmented, Gond-Engineered! (M-AXX D-AM-AG-E!) Helmed horror. Gnome constructed. Fuel deprived.

Wants to serve. Wants to live. Wants honey!

Quote: "CLANG-CLANG! CLOMP! CLOMP!"



Appendix 2. Monster/NPC Statistics

Bandit

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

Armor Class 11 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one Language (usually common)

Challenge 1/8 (25 XP)

Actions

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

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5(1d8+1) piercing damage.

Bandit Captain

Medium humanoid (any race), any chaotic alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. Melee Weapon Attack. +5 to hit, reach 5ft., one target. Hit: 6 (1d6+3) slashing damage.

Dagger. Melee or Ranged Weapon Attack. +5 to hit, reach 5ft. or range 20/60ft., one target. Hit: 5 (1d4+3) piercing damage.

Reactions

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

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

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

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

MA XX D-AM-AG-E! (Helmed Horror)

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

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

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned and stunned.

Senses blindsight 60ft. (Blind beyond this radius)

Languages can't speak

Challenge 4 (1,100 XP)

Magic Resistance. The helmed horror has advantage on saving throws against spells and other magic effects.

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include fireball, heat metal and lightning bolt.

Actions

Multiaction. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if used with two hands.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage or 6 (1d10+1) slashing damage if two-handed.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one-target. *Hit:* 5 (1d8+1) piercing damage

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities Acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Psuedopod. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. If the mimic is in object form the target is subject to the Adhesive trait.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing plus 4 (1d8) acid damage.

Orc Claw of Luthic

Medium humanoid (orc), chaotic evil

Armor Class 18 (Chain mail, shield)

Hit Points 60 (8d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+1)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3

Skills Perception +3, Insight +4, Intimidation +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it could see.

Spellcasting. *The orc is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:*

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*

1st Level (4 slots): *bane, cure wounds, guiding bolt*

2nd Level (3 slots): *augury, warding bond*

3rd Level (2 slots): *bestow curse, create food and water*

Actions

Multiattack. The orc makes two claw attacks. Or four claw attacks if it has half of its hit points remaining.

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

Scout

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 16 (3d8+3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6. **Survival** +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) Checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

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

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d6)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

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

Actions

Multiattack. The spy makes two melee attacks.

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

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

Thug

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

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +1

Senses passive Perception 10

Languages any one language (Usually Common)

Challenge 1 (100 XP)

Pack Tactics. The thug has advantage on the attack roll against a creature if at least one of the thugs allies is within 5 feet of the creature and the ally is not incapacitated.

Actions

Multiattack. The thug makes two melee weapon attacks.

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

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

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it also can make a shortsword attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7(1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.

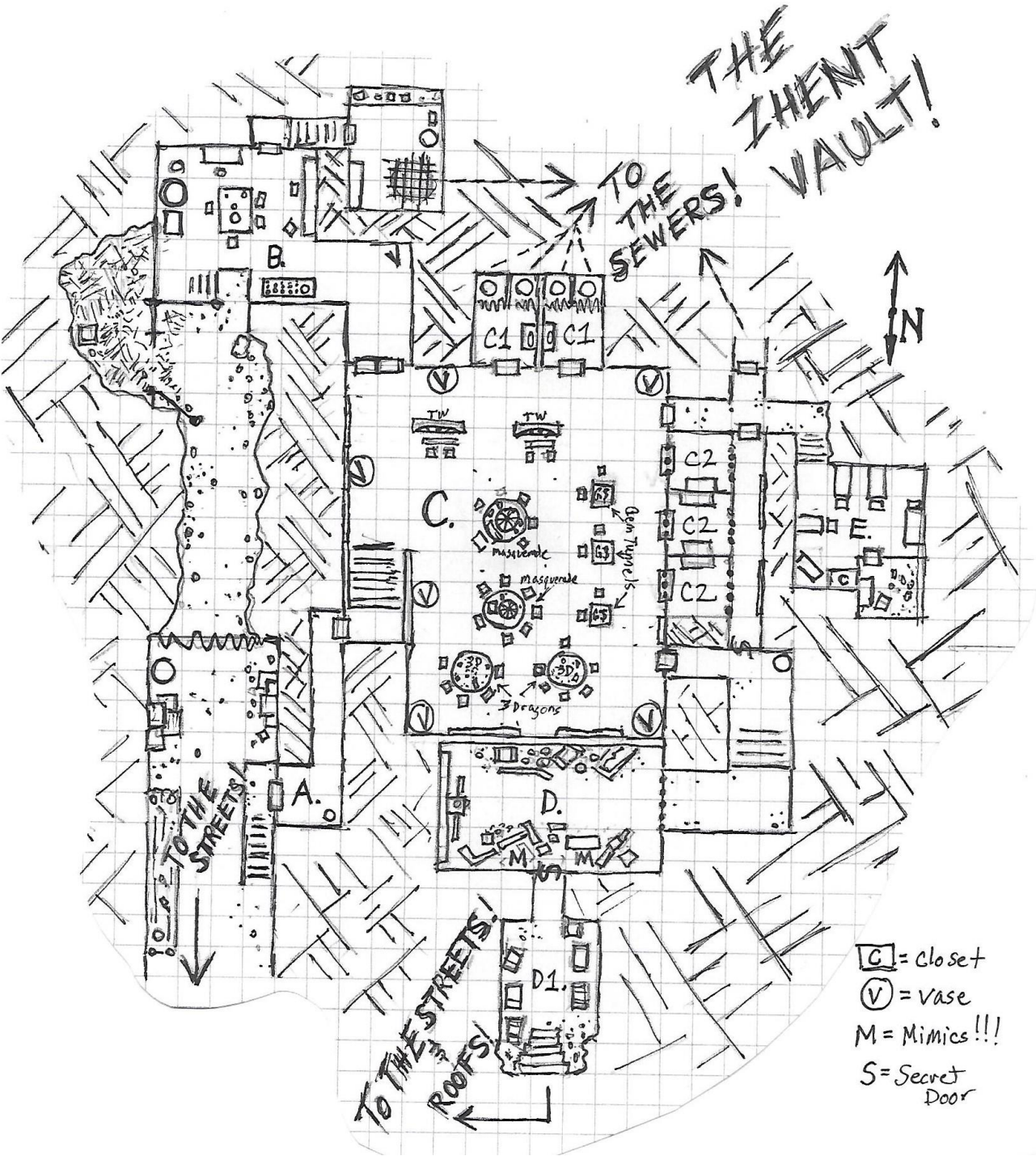
Shortsword. Melee Weapon Attack: +5 to hit, reach 5ft. one target. Hit: 6 (1d6+3) piercing damage.

Heavy Crossbow. Ranged Weapon Attack.: +3 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Appendix 3. Map -Raucier's Archives and Scriptorium



Appendix 4. Map-The Zhentarim Vault



Player Handout 1. Mingling in the Hall

Here are some of the persons you can make out through the smoke and the enjoyment of the crowd. They may have interesting information about the operation.

- **Zora Rosalind Culkin**, one of the Zors involved in the recent street violence is at the Masquerade Table. She is dressed in a flowing crimson cape, with a crimson leathers to match. Her polished chest plate shines just as bright as the ornate hilt of her rapier. She seems focused on the game, and mildly interested in the courtiers that surround her. They ensure that she is never without a drink.
- **The bartender** is busy serving drinks and stares at the crowd. Bartenders do know stuff. He might be worth a chat. Maybe he makes a good drink.
- **Waiters** are moving non-stop through the crowd of gamblers, bringing food and drink to any who stop them to ask. They seem irritated as they ask people to excuse them and move past them. Perhaps one of them may know more about what goes on here.
- The lady referred by some as **The Elven Heiress**, is playing a Gem Tunnel machine. The heiress wears a glowing emerald-colored dress and veil and sports a laurel of bright-colored flowers atop her head. Long flowing blonde hair falls down the heiress' shoulders. She doesn't look like Mulman nobility.

Player Handout 2. Games of Chance

Feel free to ask the pit boss questions if there is any confusion about these games. They do want you to enjoy yourselves!

Tymora's Wheel- Wheel of Fortune-type game. Bet 1gp a turn as the Wheelsmith (DM) spins the wheel. The wheel can stop on a symbol of Bane (YOU LOSE), The symbol of Illmater (Push and you can increase your next bet by 1gp), The symbol of Waukeen (Win your bet plus two times your bet), or The Symbol of Tymora! (Win Big!!!! – you win your bet plus your bet times three!)

Masquerade- Roulette-style game. Place your bets on either the “Joy” mask or the “Pain” mask. You can bet a maximum of 5gp. The Gala-deer (DM) spins the wheel and drops the ball ... if the ball falls on the Drunkard face everyone loses their bets! If the ball falls on the mask you bet on, you win your bet plus your bet. If the ball falls on the mask you didn't bet on. YOU LOSE. If the ball falls on Fortunes Fool Everyone wins their bet plus two times their bet!

Gem Tunnels- Slots. Players can place one gold piece in each of the three slots. Pull the slot lever! For each 1gp bet, roll a d8 in the open. If one of your dice (gems) matches the Gem Miner (DM), you win your bet plus your one times your bet. If two of your dice (gems) match the Gem Miner (DM), you win your bet plus two times your bet back. If three of your dice (gems) match the Gem Miner (DM), you strike the MITHRAL LODES!!! You win your bet plus 50 times your bet back!

Three-Dragons-Poker. It's a 10gp ante to get onto this table. Each d6 is one of the cards you are dealt. Roll 3d6 and screen your roll. All the others at the table will be doing the same, including Durgin Lodepips (the DM), the famous gambler, known as “The Dungeon Diceroller”. Keep your rolls screened from Durgin as well as other players, as another round of betting takes place (max bet 10gp). You may pass the bet on your turn if you want (but only once). Players may raise (add to the hoard), players may “Retreat” this round and forfeit their bets. Those that remain in the game can raise (up to 10gp). Once betting is done, reveal dice. Best hand wins! Order of hands (high to low): Highest -three of a kind (Three Dragons), highest straight (High Bloodline), highest two of a kind (High Knight and Squire), highest total dice roll (Highest Fanfare). If there is a tied hand, all tied hands “Clash” and split the hoard!

Player Handout 3. Downtime Activity

During the course of this adventure, the characters may earn access to the following downtime activity. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Shadow the Shadows

Agent Garz provides you an opportunity to shadow The Secret Police of Mulmaster. You spend many days observing The Hawks investigating crime scenes, conducting stakeouts on persons of interest and answering broadsheet reporter interviews on the The Council of High Blades edicts.

The experience allows you to spend 5 Downtime Days to gain Advantage on any **one** Intelligence (Investigation), Wisdom (Perception), or Charisma (Deception) Checks. You can do this **once**.

You did also learn that The Hawks change their tactics and techniques frequently, so once you used what you have learned, it will no longer be effective. Agent Garz apologizes as you **remove this Downtime Activity from your log**.

Player Handout 4. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Story Awards

"Bee-Trusting" - Keeping your word, you promised not to reveal to anyone that Marilynth was in Mulmaster nor that she does not want to return to the Sunboughs. Carrying such a secret will earn you Magenta's favor, but her father may not be pleased. He may have something to say to you about it if you cross paths again.

"Bee-trayed!" - You have decided it is in Marilynth's best interest to advise others of her unwillingness to return to her home. She no longer sees you as kind, trusting heroes, like the ones that once saved her village. Her distrust may manifest in future travels in the Cormanthor Forest.

"BEE-GONE!" - The honey is damaged or destroyed. Agent Garz tells you that once the Council of the Blades realizes they do have the entire cargo to give the Thayans, they will want your heads. The Zors, in a veiled act of loyalty, demand you be arrested and flogged in public for dereliction. You must get out of The City of Danger until things blow over. Who knows when that will "bee".

Player Handout 5. Magic Item

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

Tombee's Dubbayoodie (Oil of Slipperiness)

Potion, uncommon

This sticky, black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying. Applying the oil takes ten minutes. The effected creature then gains the effect of a *freedom of movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of a *grease* spell in that area for 8 hours.

The beaten oilcan that hold this oil is shaped in the likeness of a gnome: the spout is the tip of the gnome's hat; the handle is the arm with hand placed on its hip. When the oil is applied, the sound of bolts clattering and springs "boing"-ing constantly assaults the user. Since the gnomes gave the oil its magical infusion with what Sunboughs honey they had left, the oil is a translucent-gold color and gives off a sweet smell.

This item can be found on page 184 of the *Dungeon Masters Guide*.



DM Handout 1. The Chase is On!

This adventure has three short chase scenarios, which are run in the spirit of the chase rules found in the DMG, pgs. 253-254. They are summarized here

- All chase participants roll for initiative
- In initiative order, players can do the following actions:
 - Dash. # of times = Con Modifier+3. Dashes beyond this limit require a DC 10 Con Save or suffer one level of exhaustion.
 - Attack and Move
 - Cast Spell and Move
- After each participant's turn, have them roll a d20 (d10 for last chase). Consult Chase Complication Table ("From the Rooftops", "Through the Streets", "In the Sewers", or "Haywire on the Homestretch") and apply the result at the beginning of the turn of the next participant in the initiative order. Once a complication is rolled, it is treated as a "No Complication" result.
Exceptions: The complications in Part Four **will not** have results removed.
 - Use discretion to replace any check/save DCs to more suitable ones as needed and to lower damage dice as you determine.

Chases will end based on the conditions covered in each part of the module.



DM Handout 2. Chase Table- Over the Rooftops!

Read the following:

The race over the tops of Mulmaster's homes and businesses has begun! Your pursuers give chase! From the streets below, the marching of armored feet reveal the presence of city watch patrolman below. Securing the cargo on your persons, you bolt across the rooftops!

D12 Complication

- 1 An unrepaired tiled roof lies ahead, leaving a large hole in the roof! Make a DC 12 Wisdom (Perception) Check to see it and avoid it! On a failed check, you fall into the hole but catch the edge of roof board and hang precariously. You do get back up on the roof but lose your turn.
- 2 The top of giant birthday parade balloons shaped like a sphinx trailed by seven stars rises from the alley below! Make a DC 12 Dexterity (Acrobatics) Check to leap onto the tops of them and bounce over to the other roof. On a failed check, you are bounced back 10 ft, losing 10ft of movement this turn.
- 3 The door from a rooftop entranceway suddenly opens in your path! You hear the sounds of pursuers on the other side! Make a DC 12 Strength (Athletics) Check to slam the door shut and bar it! On a failed check, you are knocked prone. Add one **guard** to the chase!
- 4 You dart through a rooftop garden containing brightly-colored exotic plants. Make a DC 12 Intelligence (Nature) or DC 10 Wisdom (Survival) Check to identify which plants to avoid. On a failed check, you foolishly stumble through a bed of thorny, poisonous plants! You take 1d6 piercing damage and are poisoned until the end of your next turn!
- 5 BOOM! A loud explosion is heard a distance away! Over the rooftops, you see a large spiraling column of fire erupt from a nearby district, engulfing buildings near the column in flames! Make a DC 12 Constitution Save. On a failed save, you are caught in trailing explosive wake! You take 1d8 thunder damage and are knocked prone.
- 6 You find yourself in the midst of a noble rooftop social! You are recognized from your presence at The Tower of the Blades! The reviled guests hurl insults and champagne at you! Make a DC 10 Dexterity Save or Charisma Save. On a failed save, you are pained by Mulman mockery and soaked by champagne! You take 1d6 psychic damage and are slowed until the end of your turn.
- 7 Looking across at a nearby roof you spot a cloaked figure moving along the rooftops, trying to keep up. The figure hurls a satchel at you as she yells. Make a DC 10 Wisdom (Perception) Check. On a failed save, you can't understand the stranger and the satchel falls to the streets below. If successful, you hear "Catch!" and hook the satchel. It contains one **potion of healing**.
- 8 You find yourself in the midst of a noble rooftop social! You are recognized from your presence at The Tower of the Blades! The reviled guests hurl insults and champagne at you! Make a DC 10 Dexterity or Charisma Save. On a failed save, you are pained by mockery and soaked by champagne! You take 1d6 psychic damage and are slowed until the end of your turn.

9-12 No complication

DM Handout 3. Chase Table-Through the Streets!

Read the Following:

The streets of Mulmaster's (day/night) are teeming with activity. Citizens trudge along, working to repair and restore homes, places of business and their spirits. Racing further from (insert location here) loud shout brings all things to a halt! Your pursuers have found you! All the people in the streets stare at you. Life stops for a second, then go back to their business. They ignore you and your pursuers, who have drawn their weapons and began to give chase!

D12 Complication

- | | |
|------|---|
| 1 | Many potholes are spotted in the cobblestone road ahead! Make a DC 12 Charisma (Persuasion) Check to warn others to hold on/look out! On a failed check, you do not react in time! The next 15ft of movement for the player is difficult terrain. |
| 2 | Rushing past the ruins of the former temple to Loviatar, you start to hear haunting screams in your head! Make a DC 12 Intelligence (Religion) or Intelligence (History) Check. If you fail, the spectral cries of torture and pain assail your mind! You are frightened until you move 60ft away. |
| 3 | Crowds of drunks and ribald revelers come in and out of The Wave and Wink Tavern, flooding the streets! Make a DC 12 Wisdom Save. On a failed save, you succumb to the sounds of dancing and merriment. You lose a turn as you break off into the dancehall for a drink. |
| 4 | You spot The Cloaks, the feared magical enforcers of Mulmaster, nearby. They are searching the area for you. Make a DC 12 Dexterity (Stealth) Check. On a failed save, you are recognized! You take 2d4+2 force damage from magic missiles launched at you from the mystic magistrates! |
| 5 | Whoah! You whisk near the edge of sinkhole the size of a small chasm! Masses of living earth and planar gases roll forth from this lingering portal! (Make a +4 attack against the player). If hit, the player takes 1d6+2 bludgeoning damage and is poisoned until the end of their next turn. |
| 6 | A cloaked figure skirts along the scaffold planks above, waving their hands in alarm, pointing behind you and yelling! Make a DC 10 Wisdom (Perception Check). If you fail, you are struck for 1d12 piercing damage by a lance-wielding pursuer and moved 10 ft forward by the blow! |
| 7 | A birthday parade passes by! A giant sphinx-shaped balloon floats above, brightly dressed clowns tumble and juggle. A little girl rides a white pony, waving at watchers. Make a DC 12 Strength (Athletics) Check. On a failed save, you fall prone, but the little girl stops and says, "Hi! I'm Abby. It's my birthday! Have some cake! It's quite tasty". Gain 1d4 temporary Hit Points. |
| 8 | A loud explosion rips through a nearby building, enveloping it in a blazing spire of elemental fire! The spire rises into the sky as the building begins to collapse. An intense blast of heat, force, and debris rip up the through the nearby street. Make a DC 12 Dexterity Save. On a failed save, you take 2d8 fire damage and are incapacitated until the end of your <i>next</i> turn. |
| 9-12 | No complication |

DM Handout 4. Chase Table- In the Sewers!

Read the Following:

The putrid stench of Mulmasters waste greets you here in to the sewers. Checking for the safe placement of your cargo, you slog through the sewers on the way to (insert location here). The sound of squeeking vermin, along with the dripping of water echoes down the sewer tunnels. You hear a loud splash is followed by the sound of voices behind you! “There they are!”

D12 Complication

- | | |
|------|--|
| 1 | The rotted corpse of an adventurer is stuck against the grate of nearby sewer drain. Make a DC 12 Intelligence (Medicine) Check. On a failed check, you fail to notice the bodies extremely bloated nature. The body bursts! Guts, fluids and maggots fly all over you! You take 1d8 acid damage! |
| 2 | Glowing cracks in the nearby stone of the tunnel pulsate with intense heat! Make a DC 12 Dexterity (Athletics) Check. On a failed save, the pocket of elemental fire discharges streams of viscid flame at you! You take 1d6 fire damage every round until you use an action to snuff it out! |
| 3 | Spiked, petal-like tentacles rise from a nearby pile of trash. They make an attack (+6 to hit) upon you. If hit by the young otyugh's tentacles, the player takes 1d8+1 piercing damage and must make a DC 10 Constitution Save or become poisoned until the end of the players next turn. |
| 4 | Child-like laughter echo from around the corner of an adjoining tunnel. At the tunnel's end, an evil-grinning clown gazes at you and laughs! It then climbs a sewer ladder up to the parade passing the streets above. Make a DC 10 Charisma Save. On a failed save, you take 1d6 psychic damage and you are slowed until the end of your next turn! |
| 5 | Glowing red graffiti paint warns, “The Red War is Coming”, but there are symbols carved into the stone of the of the wall that paint covers. Make a DC 10 Intelligence (Arcana) Check. On a failed save, you activate a glyph of warding ! Red mists sprays into your face for 2d8 acid damage and you are blinded until the end of your turn. |
| 6 | Sewer-workers block some of your passage, intently laying sandbags to control sewage flow from a connecting tunnel. Make a DC 10 Charisma (Persuasion) Check. On a failed save, the workers do not move out of your way in time! You lose 1d4x10 ft of movement this turn, but the stubborn workers do not move for your pursuers either! They lose 1d4x10 ft this turn! |
| 7 | Ahead a sewer cover slides open from above. A hooded figure sticks its head down and yells, “CATCH!” Two vials of alchemist fire are thrown at you! Make a DC 12 Dexterity Check. On a failed check, one vial explodes! You take 1d4 fire damage each turn until you spend an action to put the flames, but you catch one vial of alchemist fire . If you succeed, you catch both vials! |
| 8 | A translucent, slimy mucous covers the sewer walkways and dangles from pipes overhead, the remnants of passing carrion crawler! Make a DC 13 Constitution Save. On a failed save, you take 1d10 poison damage and are paralyzed until the end of your next turn. |
| 9-12 | No complication |

DM Handout 5. Games of Chance (DM Version)

Tymora's Wheel- Wheel of Fortune-type game. Players bet 1gp a turn as the Wheelsmith (you) spin the wheel. Roll a D20 (preferably behind the screen) On a 1-8, the wheel stops on a symbol of Bane (Players lose). On a 9-13, the wheel stops on a symbol of Illmater (Push and the players can increase their next bet by 1gp), on a 14-18 the wheel stops on the symbol of Waukeen (the player wins their bet back PLUS two times their bet), on a 19-20 the wheel stops on The Symbol of Tymora! (JACKPOT! Players win their bet back PLUS three times their bet!)

Masquerade- Roulette-style game. Players place their bets on either the "Joy" mask or the "Pain" mask. You can bet a maximum of 5gp. The Gala-deer (you) spins the wheel and drops the ball ... roll a d12 (preferably behind the screen) Roll a 1-the ball falls on the Drunkard face (All players lose their bets!) Roll a 2,4,6,or 8- "Joy" mask bets win their bet back PLUS one times their bet. Roll a 3,5,7,9, or 11- "Pain" mask bets win their bet back PLUS one times their bet. Roll a 12- The ball falls on Fortunes Fool! (All players win their bet back PLUS two times their bet!)

Gem Tunnels- Slots. Players can bet one gold piece for one die 8 (up to three eight-sided dice). Players pull the slot lever! For each 1gp bet, the player rolls a d8 in the open. You as the Gem Miner roll 1d8. If one of the players dice match your d8 roll they win their bet back PLUS one times their bet. If two numbers match your d8 roll, the player wins their bet back PLUS two times their bet. If all three of their dice match yours, they strike the MITHRAL LODES!!! The player wins their bet back PLUS 50 times their bet!

Three-Dragons-Poker. Players will pay 10gp to play. DM plays the famous dwarven gambler Durgin "The Dungeon Diceroller" Lodepips. Players will roll 3d6 and will screen the roll from you, which represents their cards. You will roll 4d6 and screen your roll (Screen your roll). You will pick three of the four dice to represent your hand. Now a round of betting takes place (max bet 10gp). Players may pass once. may raise, (up to 10gp), or they may "Retreat" this round and forfeit their bets. Players that passed once have another chance to match raises or "Retreat".

You, as Durgin Lodepips, get to raise, pass, or back out as well. Make sure all players have had a chance to match the raise or Retreat. Any players that match the raise (including you) then reveal dice (called "The Challenge". Best hand wins!

Order of hands (from high to low): Highest -three of a kind (called highest "Three Dragons"), highest straight (called Strongest Bloodline), highest two of a kind (called highest "Knight and Squire"), highest total dice roll (called "Highest Fanfare"). If there is a tied hand, all tied hands (called a "CLASH!") split the hoard evenly!

DM Handout 6. Chase Table- Haywire on the Homestretch!

Read the following:

Suddenly, an explosion erupts from behind you! The clanging of metal upon stone resonates from the construct that is charging at you! Torquewrench stares back at his warehouse, stunned! He yells, "It's alive! Gond, oh Gond, HURRY! Magic Automaton Twenty, Double-Armored Mobile-Augmented Gond-Engineered! needs to expend fuel! Outrun it! It might be the only way to stop it! Why is it chasing US?!?!?"

D10 Complication

- 1 MAXXD-AMAG-E! hurls broken cobblestones from the streets! A driver makes a DC 12 Animal Handling Check or player makes a DC 12 Dexterity Save (if no vehicle/not driving). On the failed check, the vehicle takes 1d6+4 damage. On a failed save, the player takes 1d6+4 bludgeoning damage from flying stones.
T3W: "Look out!!!!"; MAXX D-AM-AG-E! loses two turns this turn!
- 2 A choir of acolytes from the church of Kelemvor lead the funeral procession of a fallen priest. As the commotion of the chase interrupts their respectful dirge, their voices rise in outrage at the insult! All players must make a DC 12 Wisdom Save or take 1d8 necrotic damage! **T3W: "What is that ringing noise in my he--? AGGH!!!!"; MAXX D-AM-AG-E! does not lose a turn during this turn!**
- 3 Flares of elemental fire erupt from a nearby rupture, striking the road! A driver makes a DC 15 Animal Handling Check or player make a DC 15 Dexterity Save (if no vehicle/not driving). On a failed check, the vehicle and driver take 2d6 fire damage. On a failed save, player take 2d6 fire damage. **T3W: "The fire doesn't hurt it!"; MAXX D-AM-AG-E! loses a Overheat level! and adds two turns to his turn total!**
- 4 A zombie hoard wanders into the road from a nearby excavation site! The horse/mule must make a DC 10 Wisdom Save or stop dead in its tracks and begin bucking in fear! or player makes a DC 12 Wisdom (Perception) Check or lose their turn looking for a way around. MAXXD-AMAG-E! closes in!
T3W: "MAXX D-AMAG-E! is catching UP!"; MAXX D-AM-AG-E! adds two turns to his turn total.
- 5 A rain of arrows flies from a nearby rooftop, bouncing off the construct's armor. Looking up, you see Marilynth w/Soliqueen buzzing nearby. MAXX D-AMAG-E!'s gaze turns to look up at them and stops. Player makes a DC 12 Wisdom (Insight) Check. On a successful check, players realize that MAXXD-AMAG-E! is overcome with curiosity by the bee and the wood elf! The delay gives the player or the vehicle 10ft of movement. **T3W: "Aww"; MAXX D-AM-AG-E gains one Overheat level.**
- 6 The pounding of MAXX D-AMAG-E!'s plated feet rattle the scaffolds of nearby buildings; scaffolds workers fall onto the road ahead! Driver(s) make a DC 12 Wisdom (Animal Handling) Check or player makes a DC 12 Dexterity Save. On a failed check, the vehicle takes 1d8+4 damage. On a failed save, player take 1d8+4 bludgeoning damage. **T3W: "I promise, I'll replace everything!"; MAXX D-AM-AG-E! loses a turn and gains an Overheat level!**
- 7 Agent Garz appears alongside you on horseback. He yells, "What is that?!?" (Points at MAXXD-AMAG-E!). Hand me the honey! I'll get it there!" Players make a DC 15 Dexterity (Acrobatics) or Strength (Athletics) Check. Each failed check loses a jar of honey! Each successful check delivers *one* jar of honey safely to the Epilogue. **T3W: "Who was that?"; MAXX D-AM-AG-E! loses a turn.**
- 8 MAXX D-AMAG-E! rockets into the air, then brings both of his fist down upon the street! Driver(s) makes a DC 15 Wisdom (Animal Handling) Check or players make a DC 15 Strength Save (if no vehicle/not driving). On a failed check, the vehicle takes 2d8 thunder damage. On a failed save, players lose one jar of honey!
T3W: "Hey! I didn't build THAT into it!"; MAXX D-AM-AG-E! loses two turns and gains two Overheat levels.
- 9 An assembly of Cloaks adepts are drawn from their meals to the chaos! Upon seeing MAXXD-AMAG-E! they hurl lightning bolts at the construct ...that ricochet off of his armor towards you! Drivers(s) make a DC 15 Wisdom (Animal Handling) Check or players make a DC 15 Dexterity Save (if no vehicle/not driving). On a failed check, the vehicle takes 3d6 lightning damage. On a failed save, players take 3d6 lightning damage.
T3W: "I knew that wouldn't work"; MAXX D-AM-AG-E! gains one Overheat level and gains two turns!
- 10 MAXX D-AM-AG-E! gives off a pulsating glow that alternates between yellow-and-black! No complication!
T3W: "That glowing almost makes it look like a giant bumble bee!" MAXX D-AM-AG-E! loses a turn!

DM Handout 6. Chase Table- Haywire on the Homestretch! (continued)

M-AXX D-AM-AG-E!'s Overheat Levels

1	A plate from MAXX D-AM-AG-E!'s form falls from his form into the street with a clang!! (One plate for treasure) T3W: "He's starting to overheat! Keep ahead of him!!!"
2	MAXX D-AM-AG-E!'s increases in intensity as another plate of his falls to the street and a pile of golden slag is discharged! (One plate and one slag for treasure) T3W: "I thought I bolted those plates tighter!"
3	MAXX D-AM-AG-E!'s body spasms while he rumbles forward! He discharges 1d4 piles of golden slag! (1d4 worth of slag for treasure) T3W: "He's slowing! Hm. I wonder what happens if he overheats?"
4	MAXX D-AM-AG-E! explodes! All within 60ft make DC 17 DEX save or take 1d10 fire and 1d10 force damage! Chase ends! T3W: "Oh NO!!!!" a mixture of 1d4 plates and 1d4 pools of golden slag fall! (It's treasure!)