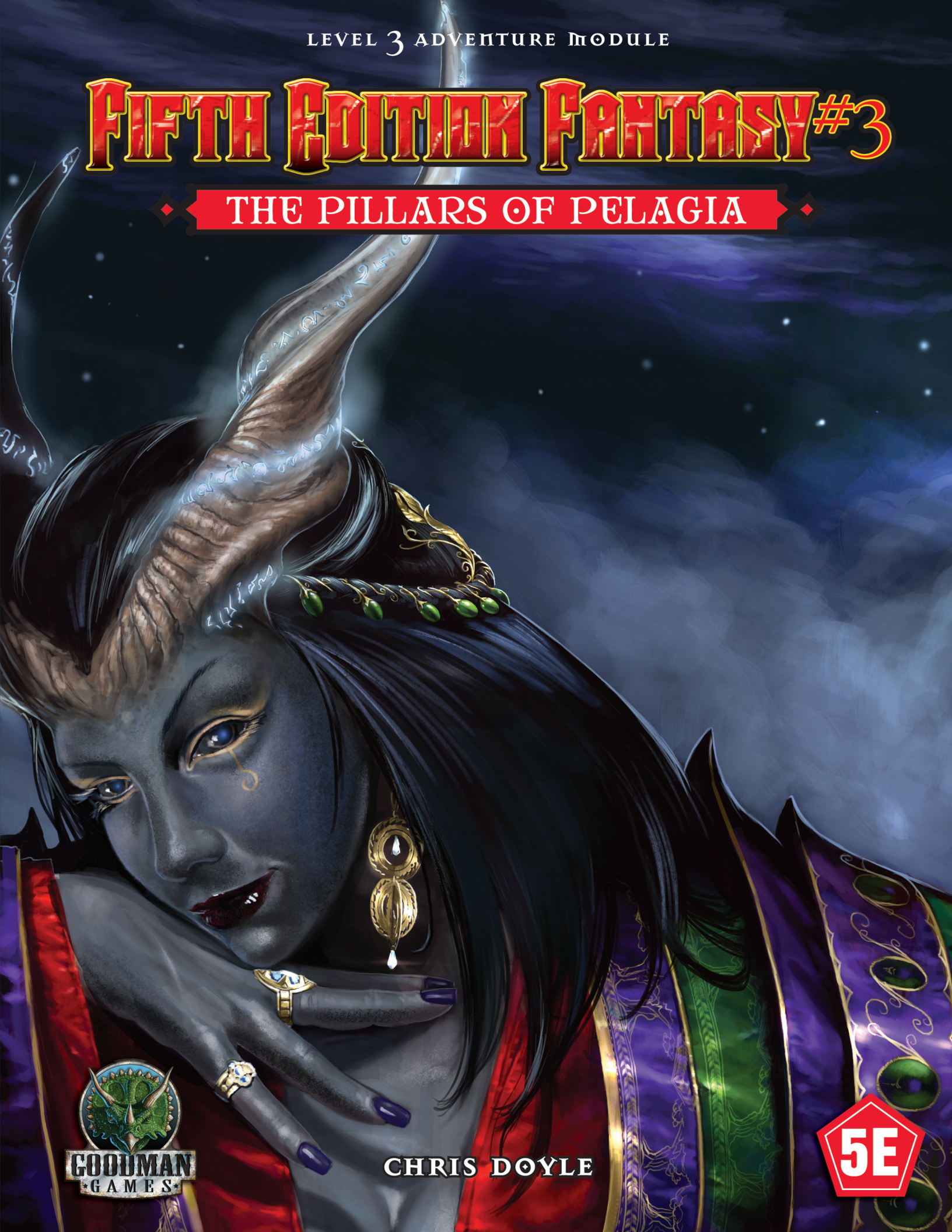


LEVEL 3 ADVENTURE MODULE

FIFTH EDITION FANTASY #3

◆ THE PILLARS OF PELAGIA ◆



CHRIS DOYLE



THE PILLARS OF PELAGIA

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THE PILLARS OF PELAGIA

By Chris Doyle

The Pillars of Pelagia is an adventure designed for use with the 5th edition of the first fantasy roleplaying game. It is intended for four to six 3rd-level characters and can be completed in a single session. Depending on the number of characters and the challenges overcome, the characters should gain one level by the end of the adventure. A variety of character classes is suggested to tackle the challenges presented herein, and since investigation and deduction are paramount in this adventure, a strong sword arm might not be the ideal solution to a situation. One of the characters should understand the Draconic language. The adventure is set along an isolated coast complete with majestic sea cliffs and a nearby small village.

In the year 2670 EC (530 years ago), the Devil-Lich Chalychia attacked and destroyed the elven city of Arovarel. Instrumental to her victory was an artifact called the *Shadowstone*. The *Shadowstone*, created by pow-

erful kraken sorcerers for their own diabolical schemes, was an immense ebony stone capable of enshrouding a five-mile radius of the surface world in constant dusk-like conditions. One year after her victory, a band of adventures led by the paladin Valinus destroyed the *Shadowstone* and routed the drow armies of the Devil-Lich. This short adventure is the story of how Chalychia (before she embraced undeath) acquired the powerful relic, and how a band of fledgling adventures discovered the secret to destroy it, setting the stage for her eventual defeat. It occurs about 20 years before the Devil-Lich attacks Arovarel, or the year 2650 EC. Although astute readers will understand the obvious back story tie-in with the 3.5 edition module *DCC #13 The Crypt of the Devil-Lich*, that adventure is not required to enjoy the challenges presented herein.

BACKGROUND

Along a remote sea coast are seven stone pillars that reach from the turbulent coastal depths to a height of several hundred feet. Although rumored to have been created by divine means, simple erosion and wave action sculpted the majestic formations. When the wind blows from a certain direction, it creates a soothing melodious trill that encourages passing whales to respond with song. The location has always been a favored spot to worshipers of Pelagia, and thus the name The Pillars of Pelagia was bestowed upon the unique geographic feature many years ago. The location attracted a powerful wizard (and devout follower of Pelagia) named Arcadianus. Desiring a remote location to pursue his arcane studies in peace, he used magic to augment the natural erosion of one of the larger columns, carving a tower inside the pillar (sometimes referred to as the sea tower).

Years before this story begins, Arcadianus led many allies on fabulous quests, including some to the bottom of the ocean via powerful magic. One of these was to the dark abyss of the ocean where a cadre of krakens created a

powerful artifact called the *Shadowstone*. Arcadianus never discovered the krakens' ultimate goal for this weapon, but he surmised the krakens were developing a nefarious plot. At the cost of two dear friends the relic was secured, and moved to his sea tower. The massive *Shadowstone*, nearly 15 feet long and about 8 feet wide, was placed in a submerged vault protected by enchantments. It took a short time for Arcadianus to discover how to activate and deactivate the relic, but many years of research were needed to discover the secret of how to destroy it. These secrets were documented in a book, and placed in a special extradimensional chest that's contents could only be summoned by a password known to Arcadianus. However, there was another method to open the chest...

When Chalychia Forlorna, an ambitious drow matron bent on bringing her armies to the surface world, learned of the *Shadowstone*, she knew she must have it. With such a powerful relic at the front of her army, she could establish a permanent base of operations on the surface to easily conquer the surrounding lands. Ever the patient one,

she spent years spying on Arcadianus (using her *crystal ball*, spells, and mundane methods) to learn about the wizard and his sea tower. Although Arcadianus often detected the magical eavesdropping, he assumed it was an old rival, and thought little of the intrusions. During this time, she cultivated an alliance with a band of aquatic drow and their koalinth (aquatic hobgoblin) allies. When the time was right, she sent her allies to attack the sea tower from the water. Once secure, Chalychia arrived via *teleporting* for a final showdown with Arcadianus. After a dazzling duel of magic, she prevailed and transported the subdued wizard and the *Shadowstone* back to the Underdark.

But Arcadianus' will was stronger than she expected, and in a fit of rage she killed the wizard before she recovered all the information about the *Shadowstone*, such as the secrets to its destruction. She (correctly) suspected that Arcadianus hid the information somewhere in his sea tower. Although she wouldn't mind spending years researching the abilities of the *Shadowstone* before its use, she sent a small group of koalinth led by an aquatic drow back to the sea tower to search for the information. The leader of this band, Solemaya, is a promising female aquatic drow cleric tempted with the prospect of formally joining House Forlorna if she successfully locates the secrets of the *Shadowstone*.

Solemaya is now in control of the sea tower, with a small group of koalinth. She has recovered a magic chest (actually, a *secure chest*; see appendix B for a description of this new spell), and determined that a command word is required to open it. But the command word died with Arcadianus, and she hasn't been able to find reference to it anywhere in the sea tower. In addition to the command word, there is another method to open the *secure chest*.

The *wind chime of Pelagia* is a magical device with four flute-like chimes, each constructed of unique materials and shaped like a different sea creature. It once rested in the open-air shrine at the top of the sea tower. Solemaya despoiled the shrine and sundered the *wind chime*, assuming it was but a useless religious trinket. Aware that the device could be used to open the *secure chest*, Arcadianus' familiar, a sea pseudodragon named Myricia, gathered the four chimes and hid them from Solemaya. The crafty little dragon eluded capture due to her diminutive size and knowledge of the sea tower's nooks and crannies. Hoping that help would soon arrive, Myricia has left clues to the whereabouts of the pieces, in the form

of cryptic Draconic passages. Although Solemaya found one such passage, she doesn't comprehend Draconic and dismissed its importance. Eventually, Solemaya learned the true purpose of the *wind chime*, and stepped up her efforts to capture the pesky dragon. While her koalinth allies failed again and again, Solemaya amused herself with one of Arcadianus' more interesting magical devices.

Recently, Solemaya finally captured the old wizard's cunning familiar. Solemaya suspects the familiar knows the command word, and is trying to extract it from the diminutive dragon.

ADVENTURE HOOKS

This adventure begins with the characters arriving at the cliff overlooking the Pillars of Pelagia (and thus the sea tower), which is area 1-1. Begin play with Beginning the Adventure below. It is the responsibility of the GM to devise an appropriate plot hook to get the characters to the sea tower and investigate the whereabouts of Arcadianus:

- The characters are hired by a resident of Waterton to investigate the whereabouts of a reclusive wizard named Arcadianus. The wizard typically frequents the nearby town to purchase supplies, including rare spell components, but has not been heard from in several weeks. A large order of expensive herbs and incense awaits pick-up from a local herbalist, initiating the request.
- The characters are hired by another wizard (named Lazlo, whose tower is a few days' travel to the west), to pick up a parcel from Arcadianus. When they arrive in Waterton, they learn of the wizard's lack of recent contact.
- The church of Pelagia hires/instructs the PCs to travel to the sea tower to investigate rumors of the wizard's disappearance. This hook works best if a cleric of Pelagia is in the party.

Quest: Investigate the Whereabouts of Arcadianus. Regardless of the hook used, the characters are sent to the sea tower expecting foul play of some sort. The GM needs to determine an appropriate reward for the task, suitable to the campaign.

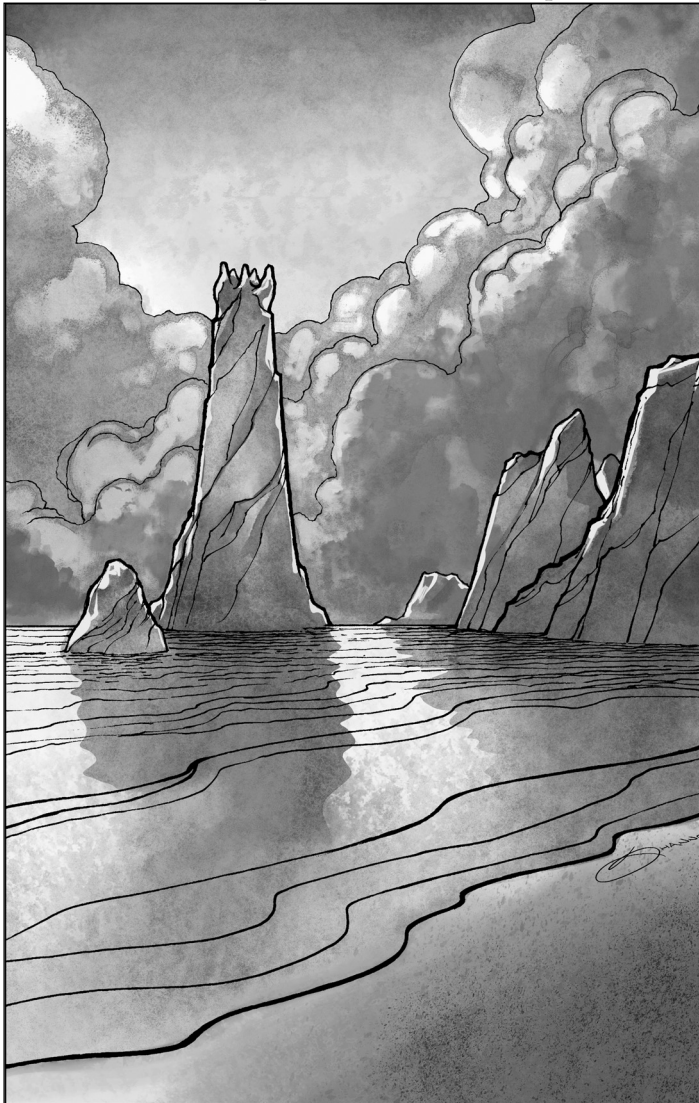
BEGINNING THE ADVENTURE

The adventure begins as the characters are approaching the Pillars of Pelagia. Read or paraphrase the text below:

Leaving the safety of the road behind, your band heads west following a twisting game trail. Your band scales a rocky crag adorned with scraggy sprouts of weeds, each sporting tufts of fluffy cotton-like pods, poking out of the forlorn landscape. A steady, stiff breeze laced with a slight briny scent swirls about as you plod upward. Short on breath, you finally crest the rise, and are greeted by a more aggressive wind. Below, at least 200 feet down, is the rolling surf, crashing on protruding rocks, and the base of an eroded cliff.

Oddly, a sandy clearing is located at the edge of the precipice. A smooth white marble pedestal, shaped like a truncated pyramid, perhaps 4 feet high, is situated near the cliff's edge. Located a few hundred feet off shore is an eroded stone pillar, perhaps 100 feet in diameter, and rising to a height exceeding the cliff where you stand. The pillar's peak appears to be adorned with monolithic stones, almost serving as a natural crown.

The PCs are at area 1-1. When they approach the pedestal for a better look, proceed with the description below.



GENERAL FEATURES

Weather. The day is partly sunny with a brisk salty breeze that occasionally gusts.

Sound. Outside, the wind occasionally creates unusual sounds as the air is forced between rock formations. Inside the sea tower, the constant wind can still be heard.

Sea Tower. The interior walls of the sea tower were sculpted from the stone with magic, and then worked with tools for delicate features. Due to the proximity to the sea, the whole tower is drafty and damp, with the faint scent of salty air. Ceiling heights vary based on individual chambers, and lighting is specific to individual chambers as described in the text. Unless otherwise noted, doors are made of unadorned stone. Climbing interior walls of the sea tower require a DC 15 Strength (Athletics) check, while exterior surfaces require a DC 18 Strength (Athletics) check.

AREA 1-1 – THE UNSEEN BRIDGE

(Reference handout #1 on page 40)

As the party approaches the pedestal, read or paraphrase the following:

The marble pedestal is about 5 feet wide at its base, but slopes up to 2 feet wide at its truncated, flat top. The top surface is smooth and plain, save for a slot 2 inches wide. Along the front of the pyramid is a similar horizontal slot, but about 4 inches wide. The marble under this slot is stained slightly yellow, as if a fluid oozed out of the opening. Faint runes are inscribed in a flowing pattern at the base of the pedestal.

Arcadianus saw a need to defend the entrance to his tower from the casual passerby. Thus an alliance with a **harpy** that lairs nearby, and he cloaked the bridge in *invisibility*. He later added the perfume dispenser as a way for expected guests to avoid the harpy.

Pedestal. Show the players the illustration on Player Handout #1. The runes on the truncated pyramid are in eldritch symbols and can be deciphered with a DC 13 Intelligence (Arcana) check. They read:

*Platinum in the slot,
so she bothers you not.*

Arcadianus devised this “vending machine” from observing a similar one used to dispense holy water in a temple dedicated to Myna. Any coin put into the top slot (it doesn't need to be platinum; the wizard added that in

DON'T LISTEN

If the characters think to plug their ears against the harpy's Luring Song, a suitable material grants advantage on the saving throw. Candle wax, heavy fabric, or cotton (such as the tufts found on the weeds approaching the clearing) are all suitable items.

an effort to generate more funds) travels down the chute and triggers an elaborate gear system, which tips a crystal vial holding perfume. The perfume exits the horizontal slot on the front of the pyramid, hence the staining. Unless captured in a receptacle, a DC 15 Dexterity check is needed to "catch" the perfume, if unaware. If triggered subsequent times, the perfume is easily caught.

The pyramid radiates magic, because an *alarm* spell (cast by the harpy Morella) has been placed on it.

The perfume is not valuable, but the harpy disdains the stench of such a pleasant fragrance. She will not attack a character (in melee) that has had the perfume splashed on him. If forced to attack an anointed target, she has disadvantage to hit. Of course, this doesn't affect using her Luring Song.

Instead of using a coin, the dispenser can be triggered with a DC 17 Dexterity check. At the back of the pyramid is a concealed access panel, requiring a DC 13 Intelligence (Investigation) check to locate and deduce how to open. It then takes a DC 12 Dexterity (Sleight of Hand) check to open by using the correct sequence of panel manipulations. Inside, below a complicated clockwork gear assembly (that sports the trademark of the Clockwork Academy) is a crystal vial (worth 175 gp) holding several drams of perfume. There is also a small metal box holding several coins (4 sp, 11 gp, 15 pp). Frustrated PCs could always smash the pyramid with a bludgeoning weapon (40 hit points, but immunity to slashing and piercing weapons), but this destroys the crystal vial.

Bridge. There is a 200-foot-long rope bridge that spans the ocean, leading to a doorway into the sea tower (area 1-2). The bridge is attached to two thick poles on a ledge about 5 feet below the cliff edge. If the characters are aware of the ledge, such as by tossing a few handfuls of sand on it, it's an easy task to climb down. But to confuse guests, Arcadianus enchanted the ledge and bridge with a permanent *invisibility* spell. The bridge is wood and rope, and sways a bit when crossed. If cautiously crossed, it's safe. But if a character attempts to cross the *invis-*

ible bridge while running, or during combat, he needs to make a DC 15 Dexterity (Acrobatics) check, or fall prone. If a target rolls a 1 on this check, the target falls off the bridge.

If the PCs throw a handful of sand on the bridge, it reveals a 10-foot section. That is the whole purpose Arcadianus transported several tons of sand to the clearing: so it can be used by guests to safely cross the bridge. Due to the high winds, the sand blows off the bridge in about an hour, and it is safely concealed again.

Arcadianus has a loyal bridge keeper, a juvenile harpy named Morella. Her mother lived in a nearby sea cave for decades. When Arcadianus first arrived and desired to settle in the Pillar, he struck an accord with the venerable harpy (who has since passed on) to train her daughter in wizardry. Arcadianus kept his end of the bargain, and although Morella never progressed as a prodigy she acquired minor arcane talents.

The *alarm* spell is triggered when a target approaches within 20 feet of the pedestal. The mental *alarm* alerts Morella, who arrives after 3 rounds. She flies to an altitude of 60 feet, and observes the characters for a few rounds. If they place coins in the slot and anoint themselves with the perfume, she spies on them but lets them use the bridge. If they attack her, destroy the pedestal, or attempt to cross without using the perfume, she attacks. She starts by casting *blade ward*, and then uses her Luring Song action. Note that while targets use the Dash action to move to her, they are granted a second saving throw to avoid falling off the cliff. She remains aloft about 60 to 90 feet away from the characters, using her *fire bolt* cantrip as needed. If reduced to 8 hit points or less, she flees to a

nearby cave.

MORELLA, JUVENILE HARPY

Medium monstrosity, chaotic evil

AC: 11

Hit Points: 27 (5d8 + 5)

Speed: 20 ft., fly 40 ft.

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

Senses: passive Perception 10

Languages: Common

Challenge: 1 (200 XP)

Special Equipment: Morella has a *+1 dagger*.

Magic Initiate: Arcadianus has trained Morella in the basic use of arcane magic. She can cast spells using Intelligence as her spellcasting ability (spell save DC 10, +2 to hit with spell attacks). Morella knows two cantrips and one 1st-level spell. After the 1st-level spell is cast, Morella needs to complete a long rest before she can cast it again.

- Cantrips (at will): *blade ward*, *fire bolt*
- 1st level (1 slot): *alarm*

ACTIONS

Multiattack: Morella makes two attacks: one with her claws and one with her *+1 dagger*.

Claws: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

+1 Dagger: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Luring Song: Morella sings a luring enchanting melody. Every humanoid or giant within 300 feet of Morella that can hear the song must succeed on a DC 11 Wisdom saving throw or be *charmed* until the song ends. Morella must take a bonus action on each of her subsequent turns to continue singing. She can stop at any time, and the song ends if Morella is incapacitated.

While *charmed* by Morella, a target is incapacitated. If the target is more than 5 feet away from Morella, the target takes the Dash action on its turn to move toward Morella by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as falling off the cliff, or whenever it takes

damage from a source other than Morella, a target can repeat the saving throw. A target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to Morella's song for the next 24 hours.

The craven feminine form is enshrouded in the unkempt wings of a carrion bird. Limp hair whips about angular facial features, beset by piercing eyes. Her hands are adorned with wicked talon-like claws.

Awarding Experience

Divide 200 XP equally among the characters if they defeat Morella or use the perfume to avoid a confrontation with her.

AREA 1-2 – THE FRONT DOORS

When the characters approach, read or paraphrase the following:

Set into the natural rock of the cliff is a pair of stone doors. Faint carved runes cover the surface of the doors in a crescent shape.

This is the front door of the sea tower. The runes are eldritch script and can be deciphered with a DC 13 Intelligence (Arcana) check. They read:

Knock, to enter.

This is a play on words. Arcadianus originally had an *arcane lock* spell placed on the door. A visitor (typically another wizard) would simply cast *knock* on the door to open it. But when Chalychia stormed the sea tower, she *dispelled* the *arcane lock*. However, Solemaya has since placed a *glyph of warding* on the door to dissuade visitors while she searches the tower.

The *glyph* can be discovered with a DC 13 Intelligence (Investigation) check. It is triggered when the door is opened, at which point it explodes in a 20-foot-radius sphere centered on the door. All targets standing on the ledge, or the first 10 feet of the bridge, take 22 (5d8) points of cold damage. A successful DC 13 Dexterity saving throw halves the damage.

Awarding Experience

Divide 100 XP equally among the characters if they survive the *glyph of warding* trap, or 200 XP if they discover the trap and avoid or *dispel* it.

AREA 1-3 – ENTRANCE HALL

(Reference handout #2 on page 41; Reference handout #4 on page 42)

When the characters open the double doors to this chamber, read or paraphrase the following:

You are greeted by a majestic hall, 40 feet wide and stretching for at least 50 feet. The floor is gray flagstone and the ceiling appears as an inky sky complete with twinkling stars. The dark hue of the sky makes it difficult to discern just how high the ceiling is. Two rows of three hexagonal stone columns are situated in the chamber leading to the opposite end of the room. Each column is decorated with fanciful engravings depicting numerous scenes. Copper-wrought lanterns, hanging from metal rings attached to the columns, provide flickering illumination.

On the opposite wall, situated in each corner is a 15-foot-high statue. Between the statues carved on the wall is a flowing passage. The statue to the right depicts a humanoid with the lower parts of a curvaceous female and the upper parts of a delicate seal. She cradles a conch shell horn in one flipper and a string of ornate seashells in the other. The statue to the left depicts a scholarly human male adorned in simple robes, with a book tucked under his left arm and an hourglass in his right hand.

On the floor between the last two columns is a dark crimson, crudely written phrase in a strange language.

This is the grand entrance hall to the sea tower. Originally hollowed out by erosion, very little magic was needed to shape the chamber into the room it is today. Most of the effort was spent on the floor and the columns. The statue to the left depicts an image of Chroanus, and the statue to the right depicts an image of Pelagia. Each can be identified with a DC 10 Intelligence (Religion) check. After identifying these statues, the PCs are granted advantage on any further Intelligence (Religion) checks to identify the themes on the columns. The illumination is provided by six copper lanterns enchanted with *continual flame* spells, one hanging on each pillar.

Trapped Statue. The statue of Pelagia spins, similar to the columns, but requires a DC 15 Strength check to move. Two characters can work together (granting advantage on the check) to move the statue. This is a red herring however, as spinning the statue to face the west wall releases a magic trap. Spinning the statue to face the west triggers a *glyph of warding* cast by Arcadianus. The glyph can be detected with a DC 17 Intelligence (Investigation) check.

If triggered, one of the characters spinning the statue (determine randomly if more than one made the attempt) is afflicted with a *bestow curse* spell. If the target fails a DC 17 Wisdom save, he suffers disadvantage on all Strength checks and saving throws for the next 8 hours.

Columns. The six columns are covered with fanciful engravings. Although at first glance they appear to be random pictograms, after a few minutes' study, a pattern is revealed. **Each of the six sides has a theme pertaining to a particular deity.** After spending a few minutes, a DC 12 Intelligence (Religion) check can be used to identify the deity in question. The deities (and a few notes on what the pictograms depict) are:

Pelagia: Images of the sea, music, whales, and ships.

Chroanus: Images of a scholar, magic, enchantments, and the passage of time.

Denithae: Images of crops, planting fields, agricultural tools, and harvesting.

Elyr: Images of a stunning maiden (repeated), acts of healing, and birth.

Myna: Images of gnomes, luck, good fortune, coins, and games of chance.

Delvyr: Images of books, learning, knowledge, and academies.

Secret Door. There is a secret door in the last right-hand-side column, but it has a specific trigger. Engraved on the back wall in flowing Common is the following clue:

*When she glances toward the setting sun,
Passage to her shrine will be won.*

Five of the columns (not the one with the secret door) are mounted on rollers, and although stiff, can be spun in a clockwise direction. A DC 13 Strength check (up to four PCs can work together, making this a group check) is needed to spin the column to a new facing. Spinning the columns is needed to trigger the opening mechanism for the secret door to area 1-5.

To open the secret door, all six of the columns' surfaces bearing an image of Pelagia (as indicated on the map by the small "p") must be facing the direction the sun sets: west. The column with the secret door does not spin, as Pelagia already faces to the west on that column. When the other five columns are spun to the correct orientation, the door slides open, revealing a metal spiral staircase that leads to area 1-5.

EVENT #1

This event can occur at the time and place of the GM's choosing. Arcadianus was a devout follower of Pelagia, and his defeat at the hands of Chalychia has not gone unnoticed. Pelagia manifests this vision (similar to the Knowledge Domain ability Visions of the Past) to give the heroes a glimpse of what befell the wizard. Read or paraphrase the following:

Your view of the hall clouds, and briefly fades to black. In a moment, the hall comes back into focus, but you are gone and seem to only be a spectator in the scene that plays out.

With the sizzle of magical energy, the stone double doors fly open, and a troop of humanoids bursts into the entrance hall. The shadowy illumination reveals at least a dozen goblin-like creatures, but each has pale green skin clad with fine, fish-like scales. Each sports green-black hair pulled into a neat topknot. They wear black leather armor and brandish wickedly barbed tridents. They fan out among the stone columns, anticipating battle. Behind them, a confident figure strides into the chamber. Her skin is as black as the ocean's deep abyss, with midnight long hair, streaked with bone white. Bronze twisted horns crown her head, faintly carved with eldritch runes. She wears a colorful silken gown with an oversized ebony cloak draped over her delicate shoulders.

Another figure literally pops into view at the opposite end of the hall, startling the armed humanoids, their neck gills flaring in fear. This one is an aging human male with a balding head, a frizzy beard, and mutton-chop sideburns. His tanned skin is dry and leather-like and he wears blue-green robes. He raises his staff toward the threat, and magical energy plays across its driftwood surface. The charismatic leader breaks an expectant, wry smile, and utters her own incantation. The runes on her horns softly begin glowing as magical lightning dances from her fingertips. Just as the lightning greedily arcs toward the sage-like human, the scene begins to dissolve...

Crimson Passage. Although the writing on the floor appears to be in blood, it's in fact crimson paint (from area 3-3). It was hastily scribed by the sea pseudodragon Myricia as a clue to the whereabouts of one of the four hidden *wind chime* pieces. In this case, it's a clue to the coral seal located in area 3-2. The passage is written in Draconic. It can be deciphered automatically by a character that speaks Draconic, or with a DC 15 Intelligence check. The passage reads:

Behind the Seal,

is the Seal.

Nest. The columns appear to be attached to the ceiling, but this is simply an optical illusion enhanced by the painting of the ceiling and the tops of the columns. Each column is only 20 feet high, and the ceiling is another 5 feet beyond. The columns can be climbed with a DC 12 Strength (Athletics) check. One top of the first column on the left-hand side is a silk-doll-like pillow, shaped like a dolphin. A DC 20 Wisdom (Perception) check reveals the silk pillow from the floor. This is one of many sleeping nests hidden throughout the sea tower belonging to Myricia. Careful inspection of the doll reveals a recent

tear on one of the flippers. Hidden in the dolphin's left flipper (the "doll's fin") is a wooden wind chime, shaped like a dolphin.

Awarding Experience

Divide 100 XP among the characters if they open the secret door to area 1-5. Divide 150 XP equally among the characters if they recover the wooden dolphin chime.

AREA 1-4 – ELEVATOR

The west wall of the entrance hall has a secret door that can be located with a DC 15 Wisdom (Perception) check. The door slides to the right to reveal a 10-foot-by-10-foot smooth shaft, going down.

A permanent *invisible* force disc is used as an elevator to access areas 1-3, 2-1, and 3-1. Currently, the force disc is resting at area 2-1 (50 feet below), which means unless the characters figure out how to activate it, progress to area 3-1 is blocked. The force disc is not an exact fit in the shaft, but only Tiny creatures (such as Myricia) can squeeze through to the bottom.

Located on the right-hand side of the threshold are spell receptacles that power the force disc's movement. On the

threshold outside of area 1-3, there is a single sapphire (the force disc can only go down). On the threshold outside of area 2-1, there is a sapphire and a ruby (the force disc can go up or down). Finally, on the threshold outside of area 3-1, there is just a ruby (the force disc can only go up). The gems are each worth 500 gp and can be pried out with a DC 20 Dexterity check. Failure indicates a minor release of arcane energy causing 5 (1d6 + 2) force damage, ruining the gem.

A DC 15 Intelligence (Arcana) check is required to determine the function of the gems. The force disc can be activated by casting any arcane spell (even a cantrip) into the appropriate spell receptacle (sapphire to go down, or ruby to go up). It takes about 1 minute for the disc to travel up or down between levels. Only a receptacle with the force disc nearby (on its level) can be activated. Otherwise the spell is wasted. Since the force disc starts at area 2-1, the PCs need to get down to it before they can activate it.

Awarding Experience

Divide 200 XP equally among the characters if they determine how the force disc works and use it to access the lower levels.



AREA 1-5 – PELAGIA'S SHRINE

(Reference handout #5 on page 43)

When the PCs climb the spiral staircase and open the door, read or paraphrase the following:

The stiff stone door groans in protest as it pushes outward. You are greeted by a blast of brisk salty air, and bright sunshine. Peering through the threshold, you glance upon the windswept top of the rocky pillar. The door is framed in another stone column, apparently one of several eroded monolithic stones situated in a crude circle. At the center of the circle is a 10-foot-long stone altar chiselled into the shape of a crude crab, with its legs and massive pinchers tucked underneath. To the right, an immense, 15-foot-long smooth wooden horn bound in tarnished copper bands is mounted on a wooden box-like stand. The end of the horn is near the edge of the pillar, and the din of constant crashing of the waves can be heard below.

This location is indeed situated on the very top of the stone pillar, and thus is open to the fury of the elements. Arcadianus has converted the top to an open-air shrine dedicated to his patron, Pelagia. The monoliths are each between 15 and 20 feet high, roughly hexagonal in shape, and created by *stone shape* spells. They are already worn smooth by the constant salt-encrusted winds that buffet the pillar-top.

Every 5d4 minutes the shrine is bathed in the soothing sound of whale song for about 1 minute. The stone monolith closest to the horn is attuned via a *clairvoyance* (audible) effect to a similar stone monolith off the coast several hundred feet, located on the seabed. The horn is likewise enchanted. If blown (“the retorting wail”), the sound is also transferred to the monolith on the seabed.

If the altar (which is shaped like a shame-face crab, a crustacean that can fold its pinchers and legs up against its body) is blessed by a cleric of Pelagia (at any time), or the horn is blown in response to whale song (within 1 minute), the cleric or horn blower is granted a minor blessing from Pelagia. The character can reroll any one d20 roll once in the next 24 hours. The results of the second roll must be kept. Only one character can receive this blessing at a time.

Crimson Passage. Myricia has left another clue (this one to the chime hidden in area 1-3) here scribbled in sloppy Draconic crimson paint on one of the monoliths. Again, it appears to be scribed in blood, but close investigation reveals it is only paint. A character that can read Draconic can discern the meaning of the passage; otherwise a DC 15 Intelligence check is needed. The passage reads:

*In the doll's fin,
is the Dolphin.*

Horn Stand. The wooden stand that holds the massive horn has a rectangular base about 8 feet long by 4 feet wide and 2 feet high. With a DC 15 Wisdom (Perception) check, a character can locate a jagged piece that pops off one side of the box, created by Myrcia's teeth and claws. Inside the hollow is a silk blanket nest used by the pseudodragon as a hidden retreat. Unless the wooden box is destroyed (it has 10 hit points), a character needs to reach into the hollow to feel around. With a DC 13 Dexterity (Sleight of Hand) check, a silver whale chime piece can be retrieved.

Secret Compartment. The altar has a secret compartment, but the hatch is located on the crab's abdomen. Although easy to locate with a DC 10 Wisdom (Perception) check, opening the compartment requires a DC 16 Dexterity check, but only after a DC 20 Strength check, which is needed to prop the altar on its side for access. Several characters can assist with this Strength check, making this a group check, and if the characters use a metal pole or a sword for leverage, they get advantage on the check. Attempting to access the compartment without saying the blessing "On Pelagia's Sweet Voice" animates the altar into a **stone crab** and triggers the *conjure animals* trap.

Inside the compartment is a prayer book of Pelagia (worth 50 gp) wrapped in a piece of blue velvet. If the book is studied for about an hour, it grants advantage to any Intelligence (Religion) checks regarding Pelagia. Also in the compartment is a pewter rune-engraved candelabrum with four arms, and a matching pewter handled baton set with several pink pearls. The two pieces are worth 1,450 gp, but if the four missing chimes are affixed to the arms the item becomes the *wind chime of Pelagia*, a unique *chime of opening*. The assembled *wind chime* can also be used to open Arcadianus' *secure chest* (currently in area 4-3), if the chimes are struck in the proper order.

Trap. If activated, on its first two turns, the stone crab unfolds its legs and its shell unhinges, disgorging two **swarms of crabs**, one each turn. The swarms last for 1 hour, or until reduced to 0 hit points, or until dispelled with a *dispel magic* automatically (although each spell only targets one swarm). The swarms move to overwhelm targets, while the animated stone crab attacks random targets attempting to grapple with its pinchers. When defeated, the stone crab folds back up, and its enchantment ceases, and the characters can access the secret compartment.

SWARM OF CRABS (2)

Medium swarm of Tiny beasts, unaligned

AC: 13 (natural armor)

Hit Points: 22 (5d8)

Speed: 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: passive Perception 8

Languages: -

Challenge: 1/2 (100 XP)

Amphibious: A swarm of crabs can breathe air and water.

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Claws: *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in swarm's space. *Hit:* 10 (4d4) bludgeoning damage, or 5 (2d4) bludgeoning damage if the swarm is at half its hit points or fewer.

A skittering mass of drab green crabs boils forth from the stone edifice. Cerulean edged claws snap in anticipation.

ANIMATED STONE CRAB

Large construct, unaligned

AC: 18 (natural armor)

Hit Points: 50 (6d10 + 12)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances: piercing and slashing from nonmagical weapons

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened,

exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft., passive Perception 6

Languages: -

Challenge: 2 (450 XP)

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

False Appearance: While the stone crab remains motionless, it is indistinguishable from a stone altar

ACTIONS

Multiattack: The animated stone crab makes two melee attacks.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 13). The stone crab has two claws, each of which can grapple only one target.

The stone altar morphs into a crudely-shaped crab complete with pinchers and legs that fold neatly under its ovoid body.

Awarding Experience

Divide 650 XP equally among the characters if they defeat the animated stone crab and the two swarms of crabs. Divide 150 XP equally among the characters if they recover the silver whale chime.

AREA 2-1 – TROPHY ROOM

(Reference handout #3 on page 40; Reference handout #6 on page 44; Reference handout #7 on page 45; Reference handout #8 on page 46)

The force disc in the elevator shaft is resting at this chamber, blocking passage below. When the PCs enter the chamber, read or paraphrase the following:

The stone door slides open to reveal the soft glow of a well-lit hall, perhaps 60 feet long and 45 feet wide. The ceiling is smooth and low, no more than 15 feet high. The chamber appears to be a museum or trophy room. Numerous pedestals are scattered about in front of the north wall. Each holds a nautically-themed artifact upon its surface. The north wall itself is adorned with numerous bleach-white shark jaws, no two the same shape or size, mounted on wooden placards. On the opposite wall is an elaborate tapestry depicting the

coral spires of an underwater city. To the left of the tapestry is a massive, 10-foot diameter toothy maw of a shark jaw; nestled inside is a smooth stone wall. To the right and left, about 4 feet off the floor, are metal levers in the upright position. A black iron chain dangles in front of the maw, disappearing into a 1-inch-diameter hole in the ceiling. Along the south wall are three humanoid statues, depicting aquatic folk. To the right of these statues is a well-used dart board, its pitted surface the landing place for numerous fletched darts.

Arcadianus was fond of treasures and unique items, especially those related to his patron deity, or just of a nautical theme. Many were plundered from various shipwrecks, a hobby the wizard used to fund his expensive research. He created this hall to display these treasures, and would spend hours in the room gawking at his wares, or chatting with guests on the origin or story of each piece.

Tapestry. The tapestry on the far wall depicts an actual merfolk city called Littoria, located about 15 miles to the north. The tapestry is nearly 20 feet long and 10 feet high, and easily worth 2,500 gp. However, it weighs nearly 150 pounds, and when rolled up it's still 10 feet long and 2 feet in diameter. Behind the tapestry is another clue painted on the wall in Draconic with crimson paint. It can be read by a character that can speak Draconic, or translated with a DC 15 Intelligence check. The passage reads:



Below the retorting wail,

to recover the Whale.

Statues. The three statues depict three aquatic humanoids. While facing them, the statue on the left depicts a nixie (a Small, female, fey-like elf) with seaweed covering all the right places. The middle statue depicts a locathah (Medium-sized fish-like humanoid) but with a swordfish head, leaning on a trident. The last is a hippocampus (a Large aquatic horse with scaled, fish-like hindquarters). The craftsmanship on each statue is exquisite, because they are not wrought by chisel and hand. Each was a real creature, petrified by the visage of an aquatic medusa, reclaimed from her lair many years ago.

The locathah carries a sheathed shortsword on its harness. Its coral pommel conceals the fact it's an actual sword that can be removed, noticed with a DC 15 Wisdom (Perception) check. With some difficulty, it can be removed. Its smooth 4-inch-wide copper blade softly glows with magical radiance. Although the copper appears fragile, it's actually a +1 *shortsword*. Also tucked into the stone scabbard is the copper swordfish wind chime, which comes out with the sword (hence the tight fit).

Dart Board. Arcadianus enjoyed throwing darts and the target hanging on the wall sports numerous pits from hours of use. Four darts with green fletching and sliver-etched shafts rest in the target. But most barflies know that a set of darts comprises only three. One of the darts (a slightly different color green fletching and wrapped in brown-gray leather) is actually a quill pen buried into the target, noticed with a DC 15 Wisdom (Perception) check. This is the quill needed to translate the passages of Arcadianus' diary, found in area 3-1. The other three darts are considered high quality and are worth 85 gp as a set.

Display Items. The following items are on display on the platforms from right to left. Each item is glued to the platform with *sovereign glue*. The GM is encouraged to design other interesting items if desired. If any of the items are touched, the **animated shark jaws** leap off the wall and attack with a flurry of snapping jaws.

- A brass spyglass engraved with the words "Horatia Salthorn" (worth 1,250 gp).
- A masterwork harpoon head carved from a sea serpent bone (worth 400 gp).
- A pewter sextant (worth 550 gp).
- A silver lantern encircled with driftwood-carved mermaids (worth 700 gp).

- A narwhal horn, nearly 8 feet long (worth 225 gp).

Maw. When the PCs approach the large toothy maw, read or paraphrase the following:

Next to a lever is a row of five stone tiles, each about 6 inches square. The tiles are set in a wooden frame, with an empty slot above the row, and two empty slots below the row, to the right and left of the center. It appears the tiles can be slid into different configurations. Each tile bears a different crude picture. From left to right they depict: a large fish, a human holding a spear, a school of small fish, a frond of seaweed, and a shark. Above the frame is a passage written in an obscure tongue.

The giant shark jaw comes from a megalodon, an immense prehistoric shark about 80 feet long. Inside the shark jaw is a secret door that can be discovered with a DC 10 Wisdom (Perception) check, but opening the door involves solving a slide puzzle. The passage is written in Sylvan, which can be deciphered by a character that speaks Sylvan or with a DC 15 Intelligence check. The written passage is a (misleading) clue to solve the puzzle. Although the characters might think it refers to the black chain that dangles from the ceiling, it actually refers to an oceanic food chain. It reads:

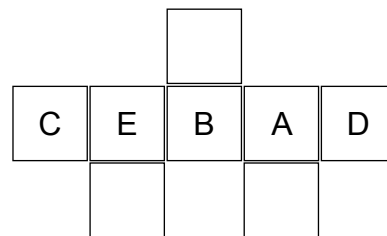
The chain is the key.

The black iron chain radiates faint illusion magic. The chain is not magical, but if touched, it releases a *magic mouth* that says:

Not this chain, the other one!

The chain is attached to a bell situated outside the sea tower. If the characters pull the chain, they hear a bellowing gong that is magically enhanced. This alerts Morella in her lair (area 2-3), who has orders to investigate and attack anyone opening the door to the winding passage down.

To help them solve the puzzle, provide a copy of Player Handout #8. Cut out the tiles with scissors and arrange them in the frame according to the diagram below. The letter key to the diagram appears below as well. Then have the players use the handout to help them solve the puzzle.



- A. Seaweed
- B. School of small fish
- C. Large fish
- D. Shark
- E. Human

Solving the Puzzle. The door is easy to detect, but can only be opened if the characters slide the tiles in the proper (A, B, C, D, and E) order. The order reflects an oceanic food chain. Arcadianus was fond of such biological puzzles. The beginning of the food chain is the seaweed, which the small school of fish eats. The large fish eats the school of small fish, while the shark eats the large fish. The human is the apex predator, and with a spear, can hunt and eat the shark. A character can attempt a DC 15 Intelligence (Nature) check to get a clue that the puzzle involves a food chain.

Pulling the levers down at the same time opens the door. If the tiles are in the proper order (A through E), the door safely opens. If the levers are pulled before moving the tiles, or the tiles are not in the proper order, the trap is triggered, unless first disabled with a DC 22 Dexterity check. Note that the levers can be pulled with a rope or a *mage hand* spell from a safe distance to avoid the jaws.

Megalodon Jaw Trap. If the trap is triggered, a target in the 5-foot square in front of the door must make a DC 14 Dexterity saving throw. Failure indicates 10 (2d8 + 1) slashing damage and the target is restrained as the jaws lock fast on the target. At the start of each of the target's turns, he takes 5 (1d8 + 1) slashing damage until released. A DC 15 Strength check (two characters can assist) is required to free the restrained target. Success on the saving throw causes 5 (1d8 + 1) slashing damage and the target is not restrained.

ANIMATED SHARK JAW (8)

Tiny construct, unaligned

AC: 13

Hit Points: 10 (3d4 + 3)

Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened,

exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft., passive Perception 6

Languages: -

Challenge: 1/4 (50 XP)

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

False Appearance: While the animated shark jaw remains motionless, it is indistinguishable from a normal shark jaw.

ACTIONS

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

Several bone-white shark jaws adorned with rows of triangular serrated teeth drop from the wall, snapping at your feet.

Awarding Experience

Divide 400 XP equally among the characters if they defeat the animated shark jaws. Divide 150 XP equally among the characters if they recover the copper swordfish chime. Divide 200 XP equally among the characters if they survive the megalodon jaw trap. Divide 300 XP equally among the characters if they solve the puzzle, or avoid the megalodon jaw trap by using *mage hand* or another method.

AREA 2-2 – THE WINDING PATH

The secret door in area 2-1 conceals a 5-foot-high, 15-foot-long corridor to another door. This door is of normal stone and is barred, but can easily be opened from this side. Beyond this door is a winding path of worked stone that eventually leads to area 4-4. Read or paraphrase the following:

With surprising ease the stone door swings open, bathing your group in natural light and a biting, salty breeze. A treacherous path of roughly hewn steps, no more than 5 feet wide, falls away to the right. It appears to meander along the cliff face for quite some time. Below, at least 150 feet down, is the unrelenting crash of the surf on the cliff walls.

If the characters pulled the chain in area 2-1, Morella (if not already defeated) is hovering nearby, and attacks the

EVENT #2

This vision is also provided by Pelagia (as per Event #1), and provides a glimpse of Chalychia's capture of the *Shadowstone* and a hint of Arcadianus' fate. Read or paraphrase the following:

Once again, the clarity of the room dampens to gray-black. After a moment, you are greeted by an intangible scene. Into a dark cavern, with natural walls slick with moisture and algae, strides an unusual procession through knee-deep water. At the front is the smiling horned drow-ish female, her gown now singed from magical energy, and her cape is shredded revealing folded wings clinging to her back. Her gait is easy as she walks on the placid surface of the dark water. The humanoid toils through the water, several holding ropes affixed to a massive 12-foot-long inky black slab of polished rock. The massive stone is afloat via magic, and the rope holders are merely guiding it. Several more humanoids bring up the rear, sporting various wounds and solemn visages. One brute carries the unmoving form of the old wizard clad in blue-green robes, slung over his shoulder like a sack of grain...

characters, likely with surprise. She uses *blade ward*, her Luring Song ability, and *fire bolt* as needed.

Arcadianus maintained this as an escape route. The door puzzle would delay any pursuit long enough for him to make it to this location and cast a *fly* or *teleport* spell to make good his escape. The path winds its way all the way down to the water's surface (area 4-4). Although a harrowing journey, it's safe as long as a character takes his time. Combat on the uneven steps is a different matter. At the start of each turn in combat, a character needs to make a DC 12 Dexterity (Acrobatics) check. Failure indicates the character has fallen prone and his turn is over. Failure by 5 or more results in a slip off the path and a DC 12 Strength check is needed to grab hold of a ledge, otherwise the target plummets into the sea below, taking 70 (20d6) bludgeoning damage.

Almost directly across from the door is the cave entrance to Morella's lair (area 2-3). A DC 14 passive Perception check is needed to notice this entrance, as it is nearly 200 feet to the opposite side.

There is another cave entrance on the opposite cliff, but much lower; it leads to a hidden grotto (area 4-5) and is

exposed only during low tide. This entrance is situated near the high water mark, well below where the characters now stand, and a DC 18 passive Perception check (assuming it is low tide; at high tide the DC is 23) is needed to locate it. As the characters travel down the path to area 4-4, a DC 13 passive Perception check (DC 18 at high tide) reveals the grotto entrance, since it's now at a favorable angle.

Hidden Nest. Myricia hid a nest here, too, in order to enjoy the surf and the occasional calm sunset. Situated 8 feet above and to the left of the ledge is a natural shelf. Piled on the shelf is a crumpled mess of silk and rocks, used as a nest. It requires a DC 20 Wisdom (Perception) check to find the nest, and a DC 13 Strength (Athletics) check to climb to it. The silk is worn and weathered, tucked under several of the rocks and is worthless, but the nest does contain a plaything: a carved crystal vial (worth 75 gp) that holds an *elixir of swimming*.

Awarding Experience

Divide 50 XP equally among the characters if they find the elixir in the nest.

AREA 2-3 – MORELLA'S LAIR

The entrance to Morella's Lair is located 100 feet below the top of the cliff. A DC 15 Strength (Athletics) check is needed to scale the rugged cliff face to the cave opening. The characters can easily attach a rope onto the bridge post for a safety line. A character that falls during the descent plummets 200 feet to the rock-strewn water, likely to his death. If **Morella** fled the encounter with the party at area 1-1, she is located here, on alert and expecting company for the next hour before relaxing her guard. If wounded, she quaffs her *potion of healing*.

A 5-foot-wide twisting passage leads into darkness. Two sections on the map are shaded in, representing areas where the ceiling is only 4 feet high. A character taller than 4 feet must crawl through these areas.

As a character crawls through the second section, if alert, Morella attacks the prone target with a *fire bolt*, while hovering in the main chamber among the stalagmites. She holds her position, using the stalagmites as half cover (+2 bonus to AC and Dexterity saving throws). After the initial *fire bolt*, she casts *blade ward*, and then continues with more *fire bolts*. If her Luring Song ability was ineffectual in area 1-1, she doesn't bother using it here. Eventually, she flees to her ledge to make a final stand with her dagger like a cornered animal.

Read or paraphrase the following once a character gets a chance to investigate the chamber:

The twisting passage with low ceilings empties into a natural chamber, perhaps 30 feet in diameter. The ceiling is about 20 feet overhead, and dotted with tiny stalactites. The chamber reeks like an animal pen laced with salt. The floor is covered with discarded decaying bits of trash, dried seaweed, and bleached bones. Four smooth stalagmites ranging from 6 to 9 feet high are scattered about the room.

This is Morella's lair, nothing more than a simple natural chamber. A **sea snake** lives on the floor of the cave, among the bones and trash. Although not a pet per se, the snake and Morella have an accord, and she even feeds it from time to time. The sea snake can be noticed with a DC 12 passive Perception check, otherwise it attacks a random target on the floor with surprise.

Dirty Linens. On top of the ledge is a pile of reasonably fresh seaweed that has been dried, serving as Morella's bed. Intermixed in the mess of seaweed is a moldy black cloak. A DC 20 Wisdom (Perception) check is needed to discover the cloak, unless a *detect magic* spell is used. Although stained, moldy, and infested with lice, the garment is a *cloak of the manta ray*. If worn before cleaned, the wearer becomes infested with lice. The cloak can only be activated if submerged completely in salt water (which also disperses and kills the lice).

A DC 15 Wisdom (Perception) check on the main floor of the chamber reveals a sunken depression about 2 feet in diameter at the base of the southeast stalagmite, covered with several layers of dried seaweed and soil. Inside is a random assortment of coins (24 sp, 31 gp, and 5 pp), a narwhal scrimshaw brooch (worth 45 gp), and a sharkskin pouch (worth 15 gp) that holds six pearls (each worth 75 gp). Finally, wrapped in an oily rag is an eldritch flask (worth 40 gp) that holds a *potion of healing*.

LICE INFESTATION

If you are infested with lice, simple tasks become harder to focus on due to the constant bites and irritation. All skill checks occur at disadvantage. While concentrating on a spell, a DC 8 Constitution check is required each turn to maintain the spell. If successful, no additional saving throws are required, until another spell is cast. The lice infestation can be removed following a long rest and a DC 10 Wisdom (Medicine) check.

SEA SNAKE

Small beast, unaligned

AC: 12

Hit Points: 9 (2d6 + 2)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	13 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses: blindsight 10 ft., passive Perception 10

Languages: -

Challenge: 1/2 (100 XP)

Amphibious: The sea snake can breathe air and water.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 8 (3d4 + 1) poison damage on a failed save, or half as much damage on a successful one.

This 5-foot-long serpentine creature is drab brown with dark black bands.

Awarding Experience

Divide 300 XP among the characters if they defeat Morella and the sea snake.

AREA 3 – ARCADIANUS' LIVING QUARTERS

When the characters reach this area, read or paraphrase the following:

The stone doors slide open almost without effort, revealing a comfortable suite beyond. The ceiling in this chamber is but 10 feet high, and the floor is smooth flagstone, save for a plush oval carpet situated in front of a couch. Three sub-rooms can be seen through dim illumination provided by the soft glow of several lit lanterns on the walls. Across from the entrance is a bedchamber. To the slight right is a kitchen area, and to the hard right is a studio, complete with numerous easels and paint splattered on the stone floor.

Arcadianus called these chambers his personal living space. The illumination is provided by four strategically placed lanterns enchanted with *continual flame* spells. The chamber has been ransacked by Solemaya and her troops (several times, actually) looking for clues regarding how to open the chest in area 4-3, but to no avail.

A trapdoor under the throw carpet leads to area 4-1. A door on the north wall leads to a closet that holds various robes and cloaks, including a fox-fur-lined cloak worth 325 gp.

AREA 3-1 – THE BEDCHAMBER

When the characters enter this area, read or paraphrase the following:

The bedchamber contains a plush chair next to an oak end table. The bed was once covered with fine silk sheets and numerous pillows, but has since been defaced with deep slash marks. Goose feathers are strewn about the room. Across from the bed is an empty bookcase, its contents in a jumbled mess at its base. Many of the books have broken bindings and torn pages strewn about the floor.

Although once quite valuable, the bed in this chamber is now worthless due to the damage. The same is true of the silk sheets and pillows. Most of the books detail local history, underwater exploration, exploits of the gods and their chosen heroes, and magical studies. By picking through the mess with a DC 13 Intelligence (Investigation) check, four books in good condition can be found (each worth 25 gp). If the Intelligence (Investigation) check exceeds DC 16, the characters find a blank text, which is actually Arcadianus' diary. If the check exceeds DC 19, the characters also find an arcane scroll with two spells: *water breathing* and *secure chest*. If *detect magic* is used, the diary and the scroll are found automatically.

The book without writing is actually an enchanted book, used by Arcadianus as a diary. Solemaya discarded it for what it appears to be, but the characters can use it to gain valuable information. However, they need to find the magical quill (located in area 2-1) to unlock the secrets of the diary. On the cover of the book is a gray leather flap used to hold the quill, which can be recognized with a DC 12 Wisdom (Perception) check. Myricia separated the two items to foil Solemaya, and so far it has worked. As such, the pseudodragon can tell the characters where the quill is and how to use it. When the quill is within 10 feet of the book, it softly glows, the diary opens, and the quill hovers next to it. While holding the book, if a character asks a question, the quill goes to the appropriate page and "writes" it on a blank page (actually revealing the writing that is there; it's just *invisible*). If the question has nothing to do with the diary, the quill simply writes, "Entry not found" on the last page after flipping through all the pages. If the characters need prompting on the

potential use of the diary, the GM can call for a DC 12 Intelligence (Arcana) check. Astute characters can use the diary to gain information on:

- How to activate the force disc elevator.
- Information on the origin of the *Shadowstone* and what it could do (see Background).
- The location of the book of notes regarding the *Shadowstone* (inside the *secure chest*) and how open the *secure chest* with the *wind chime of Pelagia* (including the order of striking the chime pieces).
- Background information on Arcadianus.
- Information on how to open the secret door in area 1-3 that leads to Pelagia's shrine.
- Notes on the different *coral token* colors and their effects.
- Instructions for creating potions of *water breathing*.

Awarding Experience

Divide 150 XP equally among the characters if they discover Arcadianus' diary and use the quill from area 2-1 to uncover its secrets.

AREA 3-2 – THE KITCHEN

When the characters enter this area, read or paraphrase the following:

This area seems to have escaped the brunt of the destruction inflicted on the rest of the suite. To the left is a stone hearth, with the soft glow of smokeless flames from the interior. A metal pole with a cast-iron pot dangles over the flames. In the corner of the room, to the right of the fireplace was a pile of pillows, slashed and de-feathered. In the opposite corner is a stone door about 2 feet square with a horizontal handle and a hinge below. The surface is engraved with a glyph. Along the right wall are a simple wood table and a battered chair. Next to the table is a plain stone urn, perhaps 3 feet high and 3 feet wide at its top.

The fireplace is missing a brick, revealing an empty secret compartment already looted by Solemaya. The slightly discolored brick has been discarded on the floor. But Solemaya overlooked the fact that the brick itself also hides a secret stash. With a DC 20 Wisdom (Perception) check, the brick is discovered to be hollow. One end slides open, although it requires a DC 13 Dexterity check to open the tricky slide cover. The hollow area contains four chunks of green coral that radiate faint abjuration magic. Each



is a *coral token* that must be crushed to activate a minor magical effect. A DC 10 Intelligence (Arcana) check can reveal the trigger. These four tokens grant the target the effects of *freedom of movement* for the next 6 hours.

The slashed pile of silk pillows was yet another nest belonging to Myrcia. Its proximity to the hearth ranked it among her favorites. A DC 20 Wisdom (Perception) check is needed to locate a small emerald (worth 500 gp) that was hidden among the pillows. The gemstone was one of her playthings, and was overlooked by Solemaya.

Garbage Chute. The glyph on the door radiates faint abjuration magic. It is Arcadianus' personal symbol, a trio of seals encircled nose to tail. The door opens downward but is *arcane locked*. It can be unlocked with a DC 25 Dexterity check, or suppressed for 10 minutes with a *knock* spell. Of course, Arcadianus or his familiar could bypass the spell normally. Behind the door is a garbage shoot 2 feet square and about 15 feet deep. Inside the shaft is a small black pudding (called a **black puddle** by Arcadianus) maintained as a convenient waste management system. To prevent the ooze from getting too big, from time to time Arcadianus would split the ooze with lightning, and use *telekinesis* to deposit half of it in the nearby stone urn for easy disposal.

Myrcia is proud of this hiding place. Since the seal wind chime is made of coral, the black puddle can't dissolve it. Thus, she placed it in the garbage chute (behind the "seal," which just happens to be in the shape of seals). Currently, it's inside the black puddle, and a DC 15 Wisdom (Perception) check reveals its presence in the undulating ooze, if released. The chime can be swiped from the ooze with an action and a DC 17 Dexterity (Sleight of Hand) check. Although this causes 2 acid damage, failure results in taking 4 acid damage. Of course, if the black puddle is slain, it can be retrieved easily.

One round after the door to the garbage chute is opened, the black puddle bursts out and greedily attacks characters at random until slain. If the characters think to tip the stone urn onto the puddle, a character with a higher initiative needs to make a DC 14 Strength check. If both of these are fulfilled, the attack roll is at disadvantage due to the complexity of the task. A successful attack effectively traps the puddle which lacks the strength to move the heavy urn, and its acid is ineffective against the stone.

BLACK PUDDLE

Small ooze, unaligned

AC: 8

Hit Points: 22 (5d6 + 5)

Speed: 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	12 (+1)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities: acid, cold, lightning, slashing

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: -

Challenge: 2 (450 XP)

Amorphous: The puddle can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form: A creature that touches the puddle or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage. Any nonmagical weapon made of metal or wood that hits the puddle corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical

ammunition made of metal or wood that hits the puddle is destroyed after dealing damage. The puddle can eat through 2-inch-thick, nonmagical wood or metal in 2 rounds.

Spider Climb: The puddle can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 9 (2d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split: When a puddle that is Small or larger is subjected to lightning or slashing damage, it splits into two new puddles if it has at least 10 hit points. Each new puddle has hit points equal to half the original puddle's, rounded down. New puddles are one size smaller than the original puddle.

A stringy mass of sticky goo slithers from the hatch, extending an inky tendril that quivers with anticipation.

Awarding Experience

Divide 450 XP equally among the characters if they defeat the black puddle. Divide 150 XP equally among the characters if they recover the coral seal chime.

AREA 3-3 – THE STUDIO

When the characters enter this area, read or paraphrase the following:

This area is also a mess, but it's unclear if it has been ransacked, or is generally in a state of untidiness. The floor is covered with shards of shattered pottery jars, their former contents spilled and now caked on the floor as a chaotic mixture of paints. Intermixed are several once-fine brushes, now ruined by the solidified paints, or merely sporting broken shafts. In the far corner is a heap of flimsy broken easels, now little more than firewood. To the right is a stained wooden workbench, covered with shreds of bare canvas as well as those that once bore fanciful artwork.

Arcadianus was no artist, but he fancied himself one. This

sub-room served as his painting studio. It once contained over 1,000 gp in artwork supplies, but most are ruined now. It is here that Myrcia came to swipe all the crimson paint to use for her clues scattered throughout the tower. A quick search reveals no red paint, but when compared to samples on the floor, confirms the crimson passages were scribbled in paint and not blood.

Myrcia left another clue here scribbled on the north wall in crimson paint. It is written in Draconic, and can be understood by a character that speaks Draconic, or with a DC 15 Intelligence check. The passage reads:

In the fish's sword,

hides the Swordfish.

A trapdoor under the workbench leads to area 3-4.

AREA 3-4 – LABORATORY

Opening the trapdoor in the floor of area 3-3 reveals a staircase leading down to this door. The stone door to this area is locked from the outside, a sure clue that something dangerous lurks within. Solemaya now carries the only key. The lock can be picked with a DC 15 Dexterity check. When the characters open the door, read or paraphrase the following:

The door opens to reveal a circular chamber perhaps 40 feet in diameter. The chamber appears to be a laboratory of sorts, although it too has been ransacked. The middle of the room has a stone urn about 5 feet in diameter, tipped over, spilling its viscid contents in a pool on the floor. To the right and left, stone workbenches are carved right into the wall. The surface of each is covered with glass shards and alchemical dust. Few items have escaped the destruction. On the opposite side of the chamber is a 15-foot-wide niche, once holding numerous wooden shelves. The shelves are all splintered, with the glassware once on them now a pile of shards on the floor. A faint breeze stirs the multi-colored dust in the silent chamber.

Exactly as described, Arcadianus used this chamber as a laboratory. Although he specialized in potion brewing and alchemical item creation, the room also served to create the occasional magic item. Solemaya attempted to search the room, but accidentally released a medium air elemental trapped in a crystal decanter. The enraged elemental proceeded to trash the room, forcing Solemaya to flee and lock the door. She understands that eventually she needs to defeat the air elemental to complete her search of the chamber, but she has already lost too many troops to its attacks.

Pool of Alchemical Goo. Arcadianus was in the middle of creating a *wand of viscid globs* when Solemaya assaulted the tower. The scuffle with Solemaya and her troops caused the air elemental to tip over the urn holding a viscid glue-like material, which has since oozed into a pool as indicated on the map. Any character that enters one of these squares must stop and make a DC 14 Dexterity saving throw, or become restrained. With a successful saving throw, the target can move 5 feet per turn. As an action, a stuck character needs to make a DC 15 Strength (Athletics) check to free himself from the goo. One dose of *universal solvent* or a gallon of alcohol (such as wine) can also be applied as an action to get free of the goo. The goo does not affect the air elemental, which flies over it.

A Trick on Lazlo. At one end of the left-hand workbench is a secret compartment that can be located with a DC 15 Wisdom (Perception) check. Inside is a 2-foot-square iron lockbox (locked, of course). It takes a DC 16 Dexterity check to open, or the key which the GM is free to place somewhere in the tower. Inside are six labeled potion bottles and a handwritten note. The note (a little bit of potentially deadly humor between wizard friends) reads:

Lazlo,

Here are the potions of water breathing I promised. However, one is actually deadly stonefish poison. But fear not, each is labeled with a creature's name.

To determine the deadly brew,

use the following clue:

"Although I live in the water, I can't speak with it."

Bottoms up, old chap!

Arcadianus

The potions are labeled as follows: "Aboleth," "Dragon Turtle," "Merfolk," "Merrow," "Sea Hag," and "Water Elemental."

The poison bears the label of the aquatic creature that doesn't normally speak Aquan (according to the Monster Manual). The answer is aboleth (they speak Deep Speech). A character can attempt a DC 15 Intelligence check to recall which creature speaks Aquan, but a new check is required for each creature.

Poison Potion. The vial labeled "Aboleth" is actually stonefish poison. If a character just sips the poison, a DC 14 Constitution save is required; if the whole potion is

imbibed, the saving throw is at disadvantage. Failure indicates the target takes 22 (4d10) poison damage and acquires the poisoned condition for the next 8 hours. Success results in half damage, and the poison condition only lasts for 1 hour.

Useful Items. Characters might find several useful alchemical objects if they take their time searching through the mess. For each DC 13 Wisdom (Perception) check a character makes (spending several minutes time shifting through the debris) another alchemical item (maximum six) can be found. Roll 1d6 and consult the table below.

1d6 roll Alchemical Item Found

- | | |
|---|--|
| 1 | Vial of acid |
| 2 | Vial of antitoxin |
| 3 | Pouch of powdered diamond (worth 1,250 gp) |
| 4 | Vial of alchemist's fire |
| 5 | Vial of holy water |
| 6 | Succubus horn |

The succubus horn is black, with a curved shape, and one end blunt with the other coming to a sharp point. As a curiosity, the horn is worth 125 gp. Although it could be used as an improvised weapon (causing 1d2 points of piercing damage), it's actually a disguised vial with a trick top. The top can be opened with a DC 16 Intelligence (Investigation) check, or a DC 18 Dexterity (Sleight of Hand) check. The vial can hold up to 4 ounces, but currently it only holds 2 doses of *universal solvent*.

One round after the characters open the door, an enraged **polluted medium air elemental** begins its attack. First it moves into a space with a target and forms a Whirlwind. A 15-foot-diameter cloud of alchemical dust persists for 2 rounds thereafter, in the area where the Whirlwind was formed. Any character (or the air elemental) that enters the cloud of alchemical dust must make a DC 10 Constitution saving throw, or take 5 (2d4) acid damage. While waiting for its Whirlwind to recharge, it attempts to maneuver targets into the pool of goo. Note that the air elemental is unaffected by the goo on the floor (it just flies over it). It uses the goo to its advantage while engaging in slam attacks. Note that its slam attacks burn with an alchemical taint, as well.

POLLUTED MEDIUM AIR ELEMENTAL

Medium elemental, neutral

AC: 14

Hit Points: 44 (8d8 + 8)

Speed: 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances: lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive perception 10

Languages: Auran

Challenge: 3 (700 XP)

Air Form: The air elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack: The elemental makes two slam attacks.

Alchemically-Enhanced Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 5 (1d6 + 2) acid damage from alchemical dust.

Whirlwind: (Recharge 4-6). Each creature in the elemental's space must make a DC 12 Strength saving throw. On a failure, a target takes 8 (2d6 + 1) bludgeoning damage plus 5 (1d6 + 2) acid damage and is flung up to 10 feet away from the elemental in a random direction and is knocked prone. If a thrown target strikes an object such as a wall or floor, the target takes 3 (1d6) bludgeoning damage per 10 feet thrown. If the target is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same amount of damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning and acid damage and isn't flung or knocked prone.

A funneling cloud, about 8 feet high, whirls about the chamber, and picks up black acrid dust. Two faint glowing eyes peer through the smoggy whirlwind.

Awarding Experience

Divide 700 XP equally among the characters if they defeat the polluted air elemental. Divide 250 XP equally among the characters if they solve the puzzle and avoid poisoning.

AREA 4-1 – THE SPIRAL

When the characters open the trapdoor in the floor, read or paraphrase the following:

The door opens to reveal a circular shaft, perhaps 25 feet in diameter. A central stone pillar supports the shaft which corkscrews down for at least 100 feet. Wide, smooth steps stretch from the central pillar to the opposite smooth wall.

When the characters near the bottom, about 30 feet from the floor, continue:

Below, the shadowy floor can be seen. As you approach, the central pillar is covered with several worn, dusty fishermen's nets. A few are adorned with rusty barbed hooks, but most are plain. Some are decorated with nautical knick-knacks, such as cork floats, braided rope, dried starfish, crab carapaces, and other preserved marine life. The desiccated body of an aquatic humanoid is even tangled in one net.

This long shaft connects the upper living chambers with the lower tidal chambers. Created with magic (*disintegrate* and *stone shape* spells), Arcadianus began decorating the walls with nautical themes to fit the rest of his home.

Since Solemaya now has control of the sea tower, she has made some modifications. She has added an **animated net** and animated three **koalinth zombies** to guard the approach to area 4-2. Two of her troops were slain by acidic burns from a trap. The last one was poisoned by Myricia, and Solemaya killed him out of frustration with a spear. A DC 15 Intelligence (Investigation) check reveals the origin of the wounds. Solemaya then cast an *animate dead* spell using a 4th-level spell slot to target all three bodies. One zombie is hanging in the net, and the other two are hiding behind nets on the floor.

Nets. Eight nets hang in the lower part of the shaft. Six are on the central pillar, and two more are on the walls at floor level. One of the latter conceals the exit to area 4-2. The first net (and the highest) is the animated net. The zombie is "tangled" in the fourth net, but it's actually just holding on to the mesh. The characters can discern it's a zombie with a DC 15 Wisdom (Perception) check. Climbing down the nets to the floor, about 30 feet down, requires a DC 12 Strength check.

As the characters approach, the zombie spends its action removing itself from the net and blocking their passage down the steps. The next round, the animated net drops from its perch and uses its Ensnare attack. Once a target is ensnared, the next round the net tumbles down the steps (taking its ensnared target with him). This tumble causes 10 (3d6) bludgeoning damage to the ensnared target and 3 (1d6) bludgeoning damage to the net, and deposits both on the floor. When this occurs, the koalinth zombie on the steps blocks the characters from going down (although climbing the nets is an option). The two other koalinth zombies on the floor now act. One moves to the base of the steps to intercept characters while the other attacks the ensnared target with its trident. Note that the net is immune to piercing damage from the trident, but the character ensnared is not! Once a target stops struggling, the net lets it go and seeks another target by moving on all four corners.

KOALINTH ZOMBIE (3)

Medium undead, neutral evil

AC: 8

Hit Points: 22 (3d8 + 9)

Speed: 20 ft.

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

Saving Throws: Wis +0

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft., passive Perception 8

Languages: understands Common and Goblin but can't speak them

Challenge: 1/4 (50 XP)

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

ACTIONS

Trident: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if

used with two hands to make a melee attack.

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

Pallid green scaled flesh, scorched and ripped in locations exposing muscle and sinew, hangs limply from a once-powerful humanoid frame. With lifeless eyes, the goblinoid shambles forth.

ANIMATED NET

Large construct, unaligned

AC: 12

Hit Points: 33 (6d10)

Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	11 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities: piercing, poison, psychic

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

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

Languages: -

Challenge: 2 (450 XP)

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

False Appearance: While the animated net remains motionless, it is indistinguishable from a normal net.

ACTIONS

Ensnare. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and at the start of each of the target's turns, it takes 4 (1d4 + 2) bludgeoning damage. Only one target can be restrained at a time, and the animated net can release a target with a bonus action. If the animated net suffers damage from an attack while restraining a target, the target takes half of the damage. If the source of the damage is piercing damage, the animated net does not suffer any damage, while the ensnared target suffers full damage.

This worn, knotted net moves on its own accord using its corners as appendages.

Awarding Experience

Divide 600 XP equally among the characters if they defeat the animated net and the koalinth zombies.

EVENT #3

This event occurs when the characters get within 100 feet of area 4-2. Myricia uses her telepathy to warn them of her impending demise. An arcane spellcaster receives this plea. Read or paraphrase the following:

In your mind, you sense a desperate plea for assistance. Although not actually words, you can feel with a tingle that whoever is issuing this plea is desperate for help, and time is running out.

AREA 4-2 – THE TIDAL CHAMBER

(Reference handout #9 on page 47)

When the PCs enter this chamber, read or paraphrase the following:

The door opens to reveal a wide chamber, perhaps 60 feet long and almost as wide. The scent of the sea is strong here. Your band is perched on a 15-foot-wide balcony that runs from the door to the opposite wall. It overlooks the rest of the chamber, 10 feet below. The floor is covered with perhaps a foot of gently lapping water with floating bits of seaweed and stringy algae. In the center of the floor is a 20-foot-square pool of dark water. The walls opposite the balcony appear to be rough and pockmarked coral outcroppings, encroaching from the floor up to the ceiling, except for one section containing a door. Suspended over one such outcropping is a small, crude, driftwood cage, attached to a rope and a pulley suspended from a thick wooden beam. The cage is situated over a metal brazier holding a small fire, its flames greedily reaching for the cage. Inside the cage is the huddled form of a green-yellow sea dragon, the size of a large cat, with crimson-stained paws. An ebony-skinned elven humanoid prods the captive dragon with a spear.

This chamber was one of Arcadianus' favorites. It was a natural habitat he created to observe marine life. The opening in the floor is not a pool, but actually an opening to the chamber below, and eventually to the open ocean. As the tide comes in, this chamber floods to a depth of about 6 feet. When it goes out, the water is about 1 foot deep. Arcadianus was fond of exploring shipwrecks for

treasure (it's what funded most of his research, and his elaborate tower). He deployed the *Apparatus Crustacea* (see area 4-3) to make underwater exploration easier, and the block and tackle in this chamber is used to pull items out of the water, including the *Apparatus* when repairs are needed.

Solemaya is the ebony-skinned elf, actually an aquatic drow cleric. Her aquatic heritage is revealed by the gill slits on her neck and fine scales. Arcadianus' familiar, the **sea pseudodragon** Myricia, is the unfortunate diminutive dragon in the cage. Two **koalinth warriors** are crouching among the coral outcroppings, and can be noticed with a Wisdom (Perception) check contested against their Dexterity check. One is stationed near the lever along the south wall, with another in the southeast corner of the room.

Lever. The lever begins the encounter in the upright (locked) position. It takes an action to remove the safety pin and pull the lever down. If this occurs, the cage slowly descends to the flaming brazier, taking 2 full rounds to reach the flames. During each of those rounds, Myricia takes 1 point of fire damage on her turn. When the cage is in the brazier, she takes 2 (1d4) points of fire damage each turn.

Near the lever are a crank and a wooden wheel that holds 100 feet of thick rope. If the hook is attached to something (such as an enemy, or the *Apparatus*) it can be hauled up out of the water. The Strength check DC (one additional character can assist) and the rate of retrieval depend on the weight of the object (see table below). Note that the *Apparatus Crustacea* weighs about 300 pounds and each koalinth warrior weighs about 175 pounds. The block and tackle breaks if forced to lift more than 800 pounds of weight.

Weight of Object	Strength Check DC	Rate
Up to 100 lb.	5	10 ft./round
101 to 200 lb.	10	10 ft./round
201 to 300 lb.	15	5 ft./round
301+ lb.	20	3 ft./round

Going Down? There is a good chance the characters need to get to the floor level in a hurry. Of course, they can use the steps, but they are 40 feet away and covered with slimy bits of algae. If a character runs down the steps, a DC 13 Dexterity check is required. If this check is failed, the character slips and tumbles to the bottom of the steps suffering 3 (1d6) bludgeoning damage, ending his turn prone.

WE'RE TOO LATE

Encounter area 4-2 is assumed to be entered at low tide. But if the characters took their time exploring the upper levels (for example, by taking four short rests or a long rest), then assume the tide has come in, and the room's water depth is 5 to 6 feet, giving the koalinth warriors and Solemaya a distinct advantage. Also assume that Myricia has met an untimely demise.

A character could also jump off the balcony to the floor, 10 feet below. A fall deals 3 (1d6) bludgeoning damage and the target is prone. A successful DC 15 Dexterity (Acrobatics) check avoids the damage and the target lands on his feet.

A character could also jump into the deeper water, requiring only a DC 5 Strength check to hit the water. A DC 10 Wisdom (Perception) check reveals the water is deep enough. Landing in the water causes no damage, but the character could be subject to drowning and this alerts the occupants of area 4-3. Failure on the Strength check causes 3 (1d6) bludgeoning damage and the target ends his turn prone.

Cage. The cage is constructed of driftwood pieces secured with leather straps. The cage is about 5 feet in diameter, and there is a crude door secured with a rusty padlock. A DC 15 Dexterity check is needed to unlock it (Solemaya has the rusty key), but a character makes this check at disadvantage if suspended in the air while trying to unlock it. The lock can also be broken (5 hit points, resistance to slashing and piercing weapons), or the cage can be broken (10 hit points) or forced open with a DC 20 Strength check. The rope can be climbed with a DC 15 Strength check. The rope holding the cage can be cut with 2 points of slashing damage or burst with a DC 17 strength check.

The green-yellow dragon in the cage is Myricia, Arcadianus' familiar. When the characters arrive, she again contacts an arcane spellcaster via *telepathy* and begs to be freed. If the characters appear hesitant, she displays her red paws and informs them she was leaving the clues to help them. Once freed, she is very grateful. The GM can use her to fill in any of the gaps in the plot they missed (see Background). She can also assist them in finding any remaining pieces of the wind chimes, and explain their use in opening the *secure chest*. She suspects that Solemaya seeks the book regarding the *Shadowstone*, and perhaps her master's spellbooks.

This is a complicated combat and should test the mettle of the heroes. If not noticed, the koalinth warrior in the corner attacks with surprise using a heavy crossbow. The other moves next to the lever while firing his crossbow. He then drops his weapon and starts lowering the cage on his next turn, as described above. The koalinth warriors fight to the death.

On her first turn, Solemaya jumps into the deep water and blows her magic horn, summoning two **goblin sharks**, and orders them to attack. They have plenty of water in areas 4-2 and 4-3 to move and attack. She then casts *levitate* and rises out of the water. While hovering she casts *command* (using a 3rd-level slot) and orders heavily-armored targets to jump into the water. She then grabs the rope from the block and tackle, and spends an action securing herself. Using a bonus action she casts *spiritual weapon*, which lasts for 1 minute; she attacks with it each following turn with a bonus action. Next round, she casts *control water*, preferring to use the whirlpool effect. The whirlpool effect gains the attention of the koalinth warriors in area 4-3, which arrive in the *Apparatus Crustacea* in 3 rounds. The 10-foot-wide vortex pulls targets in the water within 25 feet, down to area 4-3 if they fail a DC 13 Strength (Athletics) check. A target in the vortex takes 9 (2d8) bludgeoning damage, or half damage with a DC 13 Strength saving throw. A target can escape the vortex



with a DC 13 Strength (Athletics) check at disadvantage. If her concentration is disrupted, she follows up with *darkness*, or *silence* on an enemy spellcaster. If she has to enter melee combat, she uses *cure wounds* and *shield of faith* on herself.

KOALINTH WARRIOR (2)

Medium humanoid (goblinoid), lawful evil

AC: 13 (studded sharkskin leather armor)

Hit Points: 11 (2d8 + 2)

Speed: 30 ft., swim 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)

Limited Amphibiousness: A koalinth can breathe air and water, but needs to be submerged at least once every 4 hours to avoid suffocating.

Martial Advantage: Once per turn, a koalinth 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 koalinth that isn't incapacitated.

ACTIONS

Trident: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Heavy Crossbow: *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

These humanoids have fine, green-scaled skin and green-black hair tied in a topknot. Yellowed teeth line an oversized mouth, and several red-lined gill slits flare along their necks. Their muscled forms are covered with sharkskin armor, and they carry tridents and stout crossbows.

SOLEMAYA, AQUATIC DROW CLERIC

Medium humanoid (elf), neutral evil

AC: 16 (studded sharkskin leather armor, *ring of protection*)

Hit Points: 38 (7d8 + 7)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	17 (+3)	16 (+3)

Saving Throws: Str +1, Dex +1, Con +1, Int +1, Wis +6, Cha +6

Skills: Perception +5, Religion +3, Stealth +5

Senses: darkvision 120 ft., passive Perception 15

Languages: Aquan, Elvish, Undercommon

Challenge: 4 (1,100 XP)

Special Equipment: Solemaya has a *horn of the goblin shark*, a *potion of healing*, a *ring of protection*, and a ring of keys.

Fey Ancestry: Solemaya has advantage on saving throws against being charmed, and magic can't be used to put her to sleep.

Innate Spellcasting: Solemaya's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

- At will: *dancing lights*
- 1/day each: *darkness*, *faerie fire* (DC 13), *levitate* (self only)

Spellcasting: Solemaya is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

- Cantrips (at will): *guidance*, *thaumaturgy*
- 1st level (4 slots): *command*, *cure wounds*, *shield of faith*
- 2nd level (3 slots): *silence*, *spiritual weapon*
- 3rd level (3 slots): *animate dead*, *glyph of warding*
- 4th level (1 slot): *control water*

Sunlight Sensitivity: Solemaya has disadvantage on attack rolls when she or her target is in sunlight.

ACTIONS

Spear: *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Although clad in fine scales covering her ebony skin, this humanoid is clearly elven. Her delicate form is clad in sharkskin armor studded with coral. Her pale green hair tumbles past her shoulders, a stark contrast to her violet eyes.

GOBLIN SHARK (2)

Small beast, unaligned

AC: 13 (natural armor)

Hit Points: 13 (3d6 + 3)

Speed: 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills: Perception +2

Senses: blindsight 30 ft., passive Perception 12

Languages: -

Challenge: 1/2 (100 XP)

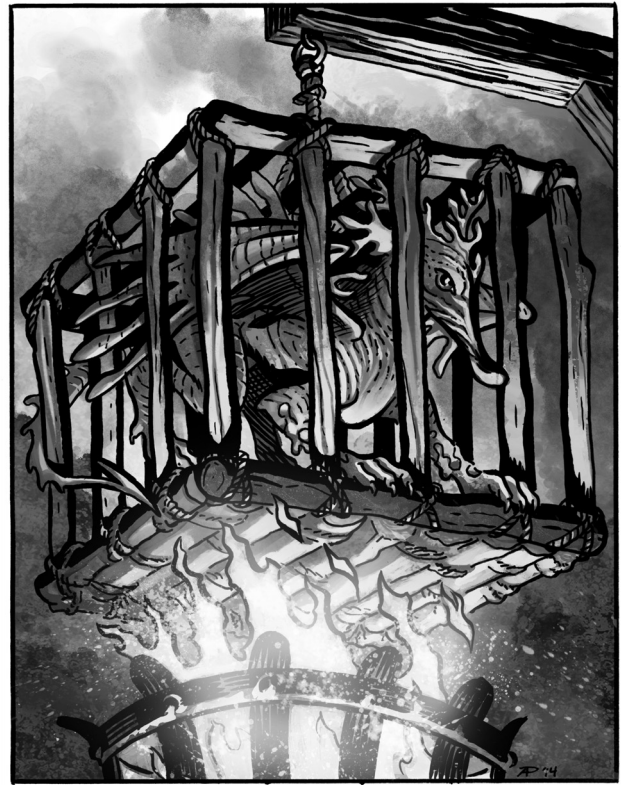
Pack Tactics: The goblin shark has advantage on an attack roll against a creature if at least one of the goblin shark's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Breathing: The goblin shark can breathe only underwater.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target is grappled (escape DC 12) as the goblin shark extends its jaws. At the start of each of the target's turns, the target takes 7 (2d4 + 2) slashing damage as the goblin shark shakes its head back and forth.

These sharks have gray skin, dark emotionless eyes, and a flat, protruding snout. Under its snout is an extendable jaw lined with curved, needle-like teeth.



MYRICIA, SEA PSEUDODRAGON

Tiny dragon, neutral good

AC: 13 (natural armor)

Hit Points: 7 (2d4 + 2)

Speed: 15 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills: Perception +4, Stealth +4

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages: understands Common and Draconic but can't speak them

Challenge: 1/4 (50 XP)

Keen Senses: Myricia has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance: Myricia has advantage on saving throws against spells and other magical effects.

Amphibious: Myricia can breathe air and water.

Limited Telepathy: Myricia can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sting: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

This yellow-green dragon is about the size of a cat. It has a whip-like tail that ends in a barbed stinger. Its snout is rounded, like that of a sea horse, and its flanks are covered with leafy, kelp-like protrusions, concealing its delicate wings.

Awarding Experience

Divide 1,500 XP equally among the characters if they defeat Solemaya, the goblin sharks, and the koalinth warriors. Divide 250 XP equally among the characters if they rescue Myricia.

AREA 4-3 – THE SUNKEN VAULT

(Reference handout #10 on page 48)

When the PCs enter this chamber, read or paraphrase the following:

This chamber is completely submerged. The floor is irregular, but gradually slopes from the west, down to the east. Occasional patches of leafy kelp gently sway in the unseen ocean currents. Situated at the west end of the room is an odd tripod constructed of smooth, yellowed stone ovals, and supporting a wooden chest bound and gilded in gold complete with etched runes. Above the chest, attached to the low ceiling is a swaying patch of thick, purple seaweed.

Near the east end of the chamber is a metallic crab-like construct, perhaps 9 feet long. It brandishes two grabbing pinchers, and is supported on eight other sturdy legs. On its back is a worn metal loop.

This chamber leads to the open ocean, and was used by Arcadianus to launch his *Ap-*

paratus Crustacea, the strange mechanical crab that now confronts the characters. The construct is feebly piloted by two **koalinth warriors** still getting a feel for the device's controls. This underwater chamber was used to store his recovered undersea treasures, which have since been plundered by Chalychia.

The yellowed tripod is not made of stone. Instead, these are the beaks removed from krakens. The three beaks are sunk into the floor (via *stone shape* spells), aligned pointing up to cradle an ornate chest. The chest can be easily removed from the tripod, but first the characters need to contend with the patch of **awakened kelp** above, a gift from a druidic friend of Arcadianus. The awakened kelp is tasked with attacking anyone who disturbs any item on the tripod. Before Chalychia took it away, this used to be the resting place for the *Shadowstone*. Now, Solemaya has moved the ornate chest to this location. She is convinced the chest holds something important but has no idea how to open it. The chest is worth 6,500 gp for workmanship alone, but is actually Arcadianus' *secure chest* (see appendix B) and holds the book the characters need to keep out of Chalychia's hands.



The *Apparatus* has a large metal loop on its back. This is used to attach the *Apparatus* to the hook at the end of the winch in area 4-2, to hoist the unit out of the water. Astute characters might get the idea to use the hook to grab the *Apparatus* and inhibit its movement, or even hoist it out of the water, rendering it ineffective. This requires a character armed with the hook attached to the rope to make a successful improvised attack against an AC of 10. However, due to the difficulty of the task, this attack roll is at disadvantage. If the attack hits, a DC 15 Dexterity (Sleight of Hand) check is needed to actually attach the hook to the loop.

The koalinth warriors don't hesitate to attack, focusing on targets on the *Apparatus*. If possible they try to maneuver the characters within range of the awakened kelp fronds (20 feet), preferring to attack targets grappled by the awakened kelp. Attacking grappled targets grants them advantage, but since pincher attacks are considered improvised, this results in a regular melee attack.

AWAKENED KELP

Large plant, unaligned

AC: 10

Hit Points: 32 (5d10 + 5)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning

Senses: passive Perception 10

Languages: Aquan

Challenge: 1 (200 XP)

False Appearance: When the awakened kelp remains motionless, it is indistinguishable from normal kelp.

Water Breathing: The awakened kelp can breathe only underwater.

ACTIONS

Multiattack: The awakened kelp can make two attacks with its fronds and use its Reel action.

FronD: *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* The target is grappled (escape DC 12). Until this grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving

throws, and the awakened kelp can't use the same frond on another target. At the start of each of the target's turns, the target takes 6 (1d8 + 2) bludgeoning damage.

Reel: The awakened kelp pulls each creature grappled by it up to 10 feet straight toward it.

The yellow-green fronds wave gently in the water, extending at least 10 feet long. Numerous spherical gas bladders occur throughout the foliage to provide buoyancy.

KOALINTH WARRIOR (2)

Medium humanoid (goblinoid), lawful evil

AC: 13 (studded sharkskin leather armor)

Hit Points: 11 (2d8 + 2)

Speed: 30 ft., swim 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)

Limited Amphibiousness: A koalinth can breathe air and water, but needs to be submerged at least once every 4 hours to avoid suffocating.

Martial Advantage: Once per turn, a koalinth 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 koalinth that isn't incapacitated.

ACTIONS

Trident: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

These humanoids have fine, green-scaled skin and green-black hair tied in a topknot. Yellowed teeth line an oversized mouth, and several red-lined gill slits flare along their necks. Their muscled forms are covered with sharkskin armor, and they carry tridents.

Awarding Experience

Divide 750 XP equally among the characters if they defeat the koalinth warriors and the awakened kelp. This XP award has been adjusted to account for the *Apparatus Crustacea*.

AREA 4-4 – THE DOCK

The PCs can arrive at the dock from area 2-2 via the winding cliff-side path, or they can get here from area 4-2 and the two doors. The door leading to area 4-2 is locked from the inside. It requires a DC 16 Dexterity check to open from area 4-4. Failure by 10 or more on this check alerts any foes in area 4-2, as does good old-fashioned breaking the door down. When the characters arrive at this location, read or paraphrase the following, adjusting the text depending on the approach:

The stiff stone portal scrapes along the rocky floor as it reveals the exterior of the tower and the sound of crashing waves nearby. On the opposite side of the door is a sturdy wooden dock about 10 feet wide and extending into the water about 15 feet. The support timbers seem to be sunk right into the cliff face. A thick rope is looped around the last piling to the left, but it leads into the murky water. A treacherous path winds its way up the cliff face to the left.

Arcadianus maintained the dock to serve seafaring visitors to his sea tower, thus at all times the door to area 4-2 is kept locked. (Arcadianus had the only key.) The winding path leads to area 2-2, several hundred feet above. A druid friend of Arcadianus planted the **awakened kelp** near the dock. With its 20-foot reach, it provides a suitable guardian for the dock and the entrance to area 4-2. During her first assault on the sea tower, Solemaya befriended the awakened kelp using Aquan. Since Arcadianus largely ignored it, this was an easy task, and thus the awakened kelp will not attack Solemaya or her koalinth warriors.

The awakened kelp can't be detected until it starts moving. The awakened kelp can reach out of the water about 10 feet, so it can reach most targets on the dock. It can attack up to two targets with its fronds. It attempts to grab a target and pull it into the water to drown. If a target stops struggling, the frond lets go the following turn and focuses its attention on another target.

Another predator lurks in the murky depths near the dock. A 14-foot-long **tiger shark** cruises the channel. If it detects struggling in the water (swimming, or a grabbed target) it moves in to attack with surprise from below in a few rounds. The tiger shark moves in for a bite attack, and then retreats into the channel for a round or two. Then it moves in for the kill, attacking each round until its prey is helpless. If reduced to 10 hit points or less, it flees to the open ocean.

A DC 10 passive Perception check (DC 15 at high tide) is needed to notice the entrance to the hidden grotto on the opposite side of the channel (area 4-5). The water in the channel is turbulent and varies in depth from 10 to 50 feet. At the dock, the water plunges to about 50 feet within 10 feet of the end of the structure. The channel can be crossed via swimming or in the patched boat (see below).

The characters might decide to swim from the dock to the hidden grotto. Although this option is fraught with many dangers, it is possible. The distance is 150 feet, so it will take a minimum of 10 swim checks to make the journey. The water in the channel is considered somewhat rough, so DC 15 Strength (Athletics) checks are needed to swim, and keep in mind that unless the PC has a swim speed, all swimming movement costs an extra 1 foot of movement. If the tiger shark has not been driven off or killed, it attacks a swimmer at some point during the journey, as determined by the GM.

Boat. The rope tied to the piling is attached to a small wooden skiff, submerged about 10 feet below the water. Arcadianus used this boat from time to time, but when Solemaya took control of the sea tower, she scuttled the boat. The boat can be pulled to the surface with a DC 17 Strength check (up to three PCs can assist), but patching the 2-inch hole provides a bit more difficulty. The alchemical goo (from area 3-4) is certainly an option, as is a *mending* spell. The skiff holds up to four medium creatures, and comes with a pair of oars. The skiff would be ideal to use to cross the channel to area 4-5. Under the middle bench seat is secured an emergency kit in a wooden box that can be discovered with a DC 13 Wisdom (Perception) check. The wooden box is sealed with wax to make it waterproof. It contains two vials of fresh water, two *potions of water breathing*, and an iron rod with *continual flame* cast on it.

AWAKENED KELP

Large plant, unaligned

AC: 10

Hit Points: 32 (5d10 + 5)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning

Senses: passive Perception 10

Languages: Aquan

Challenge: 1 (200 XP)

False Appearance: When the awakened kelp remains motionless, it is indistinguishable from normal kelp.

Water Breathing: The awakened kelp can breathe only underwater.

ACTIONS

Multiattack. The awakened kelp can make two attacks with its fronds and use its Reel action.

FronD. *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* The target is grappled (escape DC 12). Until this grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the awakened kelp can't use the same frond on another target. At the start of each of the target's turns, the target takes 6 (1d8 + 2) bludgeoning damage.

Reel. The awakened kelp pulls each creature grappled by it up to 10 feet straight toward it.

TIGER SHARK

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 45 (6d10 + 12)

Speed: 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills: Perception +2

Senses: blindsight 30 ft., passive Perception 12

Languages: -

Challenge: 2 (450 XP)

Blood Frenzy: The tiger shark has advantage on melee attack rolls against any creature that doesn't have all of its hit points.

Water Breathing: The tiger shark can breathe only underwater.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

This shark is nearly 15 feet long with a flattened snout and a massive maw with row upon row of hooked, serrated teeth. The pale gray bulky body is faintly lined with brown-black bars on its flanks, and has a creamy-white underside.

Awarding Experience

Divide 650 XP equally among the characters if they defeat the awakened kelp and the tiger shark.

AREA 4-5 – THE HIDDEN GROTTO

The entrance to the hidden grotto is only exposed during low tide. If the characters explore this area, read or paraphrase the following:

The cave entrance leads to a short, winding, rough-hewn passage that gradually slopes up. The passage ends at a small damp grotto perhaps 30 feet wide and 40 feet long. The ceiling is just over 10 feet high, with bits of seaweed draped about like discarded party favors. The stench of organic decay is intense, but it's not just rotting seaweed. The floor is covered with a jumble of driftwood, piles of decaying seaweed, and rotting fish. As you pick through the debris the slick mass shifts with ease.

This is a natural grotto, formed by erosion and wave action over the centuries. Although Arcadianus explored the grotto years ago, he had no immediate use for the area, and thus ignored it. Due to tidal action, the grotto tends to accumulate all manner of driftwood and other flotsam. Recently, this included the bodies of three aquatic drow slain during the initial assault on the sea tower. Solemaya dumped the bodies in the water, and after a tide cycle, they ended up here. The rotting flesh has attracted a **flotsam crawler**, a bloated worm-like monstrosity with tufted gills on the outside of its body. It has already consumed the first two bodies, but the last provides some clues to the nature of the enemies the characters face.

The grotto floor is hidden under all of the flotsam, which can get deep at times, and constantly shifts. The floor is considered difficult terrain. Higher than normal movement or combat requires a DC 12 Dexterity check at the beginning of each character's turn. Failure indicates the character has fallen prone and his turn ends.

The flotsam crawler is hiding on the ceiling of the grotto. The characters can notice it with a contested Wisdom (Perception) check versus a Dexterity check for the crawler. If the characters fail to notice, it attacks with surprise while suspended from the ceiling (it has 10-foot reach

with its tentacles). While it remains on the ceiling, it is not subject to the difficult terrain on the floor. Although quite full from a recent gorging, the crawler is eager to sample different types of humanoid flesh.

If the characters think about gutting the flotsam crawler, it takes about 10 minutes and a sharp blade to complete the deed and locate the stomach. A DC 15 Wisdom (Perception) check reveals a small obsidian brooch, etched with electrum depicting a sickle-shaped stylized letter “F” and a mushroom design. This is a House Forlorna brooch stolen by one of the aquatic drow, since Chalychia did not formally invite the aquatic tribe into the Forlorna Family, yet. If the band led by Solemaya succeeds in their task, they will be inducted into the Forlorna Family. One of the unfortunate slain was Solemaya’s right-hand man. The brooch provides a powerful clue on the mysterious drow wizardess who attacked the sea tower, and this would be very valuable information for the local authorities. Having the origin of the brooch symbol identified is beyond the scope of this adventure, but should be possible with some astute investigative work by the characters, although the location of a sage that specializes in the Underdark would be helpful.

There are two items of interest in the mass of flotsam that can be located after a thorough search. The first is the rotting body of an aquatic drow. Although terribly decomposed (and nibbled on by typical scavengers), a DC 15 Intelligence (Investigation) check reveals the humanoid was an aquatic drow. The body contains damaged sharkskin armor (singed from magical fire), worn under a black-dyed sharkskin vest. A coral bladed dagger with a lapis lazuli pommel (worth 115 gp) is tucked into a boot. On his left hand is a copper ring set with three pearls in a triangular shape. Although the ring appears to be worth 350 gp, it’s actually a *ring of water walking*.

The second item of interest is a crystal flask, no more than 6 inches in height, that appears to hold a maiden in distress. The elven maiden is clad in a skimpy gossamer dress, and pounds her fists on the glass while silently yelling for attention. The flask is sealed with a gold-inlaid darkwood stopper, and the outside of the flask is worn and dirty. The flask was discarded in the ocean, and the currents brought it to this grotto after many miles. The elven maiden is actually a **sea hag**, cursed and trapped in the crystal vial, betrayed by her hag sisters. Her illusory appearance grants her the form of a pleasing elf. The stopper can be removed easily, or the flask can be broken.

Both actions release the sea hag, a horrid fey known as Moraga.

If released, Moraga feigns appreciation and relief, before unveiling her true form and unleashing her Horrific Appearance. She will attempt to use her Death Glare on frightened targets, one at a time. Then she alternates between using the *wand of magic missiles*, typically unleashing two missiles twice, before expending the final three charges with three missiles. Then she wades into combat with her claws, focusing attention on targets averting their eyes. If reduced to 10 hit points or less, she used a Dash action to escape the grotto, jumping into the water and swimming away as fast as she can to seek revenge on her “beloved sisters.”

FLOTSAM CRAWLER

Large monstrosity, unaligned

AC: 13 (natural armor)

Hit Points: 51 (6d10 + 18)

Speed: 30 ft., climb 30 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills: Perception +3

Senses: darkvision 60 ft., passive Perception 13

Languages: -

Challenge: 2 (450 XP)

Keen Smell: The flotsam crawler has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb: The flotsam crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack: The flotsam crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until the poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of his turns, ending the poison effect on itself with a success.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one

target. *Hit:* 7 (2d4 + 2) piercing damage.

A bloated worm undulates its bulk, as a writhing mass of tentacles surrounding its maw seeks flesh. Numerous pairs of ciliated leg-like appendages cover the underside of the creature while fan-like frilled crimson gills adorn its back.

MORAGA, SEA HAG

Medium fey, chaotic evil

AC: 14 (natural armor)

Hit Points: 52 (7d8 + 21)

Speed: 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses: darkvision 60 ft., passive Perception 11

Languages: Aquan, Common, Giant

Challenge: 2 (450 XP)

Special Equipment: Moraga has a *wand of magic missiles* (7 charges).

Amphibious: Moraga can breathe air and water.

Horrific Appearance: Any humanoid that starts its turn within 30 feet of Moraga and can see her true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Moraga is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Moraga's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of Moraga's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Moraga.

ACTIONS

Claws: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Death Glare: Moraga targets one frightened creature she can see within 30 feet of her. If the target can see Moraga, it must succeed a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance: Moraga covers herself and anything she is wearing or carrying with a magical illusion that makes her look like a normal creature of her general size and humanoid shape. The effect ends if Moraga uses a bonus action to end it, or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. A creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern the disguise.

The hag has gray-green skin and an unruly crop of kelp-like hair. Her body is emaciated, with gangly arms and legs. She has dirt-encrusted claws, a distended fish-like mouth, and oversized eyes.

Awarding Experience

Divide 900 XP equally among the characters if they defeat the flotsam crawler and Moraga.

CONCLUDING THE ADVENTURE

If the characters rescue Myricia, she can aid them in recovering the remaining wind chime pieces. Once the pieces are assembled, the *secure chest* can be opened by striking the chimes in the following order: Seal, Whale, Swordfish, Dolphin. Symbols of these creatures are inscribed in this order on all sides of the *secure chest* in varying repeating patterns. This pattern is easily noticed with a DC 8 Wisdom (Perception) check if the chest is examined for a few minutes. Items inside the chest are protected from moisture and the elements. Currently, it contains a massive tome, covered with shark leather. This tome is a record of all of Arcadianus' notes on the *Shadowstone*,

compiled over years of research. The tome is priceless. At the GM's option, Arcadianus' spell books (or a few of them) could be present in the *secure chest* as well.

If the characters succeed in recovering the tome, award them each 400 XP.

Myricia is willing to become the familiar of a wizard character. To complete the bond, the wizard still needs to cast the *find familiar* spell. Alternatively, Myricia could just join the party as a companion. This works best if the party contains a cleric of Pelagia, a druid, or a bard.

APPENDIX A: NEW MAGIC ITEMS

APPARATUS CRUSTACEA

Wondrous item, unique

This unique mechanical construct was created by Arcadianus to search the ocean floor for shipwrecks and the bounty they often hold. The interior is large enough for two Medium pilots, with a supply of 1d4 + 1 hours of air (or double if there is only one occupant). The *Apparatus* can safely operate at depths up to 900 feet. There are 10 levers, and each can be activated with an action. Each pilot can activate a different lever each turn. The secret catch to open the hatch requires a DC 15 Wisdom (Perception) check to locate. This check is at advantage if the target witnesses another use the hatch, but is at disadvantage while the unit is moving, such as in combat. Being a magical device, the unit can function normally while the interior is full or empty of water, and *dispel magic* renders the unit inoperable for 10 minutes with a successful DC 17 spellcasting check.

The *Apparatus* has an Armor Class of 20 and 120 hit points, but for every 20 hit points of damage it receives a different part malfunctions (roll 1d6 on table below). It has resistance to slashing and piercing weapons. Its speed is 20 feet, and it can magically swim at 10 feet. Its two pinchers can be used to attack, using the pilot's attack modifier as an improvised weapon. A pincher hit causes 10 (2d6 + 3) bludgeoning damage.

1d6 roll	Targeted Location	Effect
1	Right pincher	Can't attack
2	Left pincher	Can't attack
3	Swimmerets	Loses swim speed
4	Legs	Speed reduced to 5 feet
5	Hatch	Can't open or close
6	Viewport	Pilots become blinded

ARCADIANUS' CORAL TOKEN

Wondrous item, common

The wizard Arcadianus created these magical coral tokens, each with a special power (signified by a different color or shape) usable once. A DC 15 Intelligence (Arcana) check reveals the trigger.

When you use an action to crush a token, its magical effect is released on you. Unless otherwise specified, all

effects last for 1 hour.

A few examples follow, but the GM is encouraged to create more.

Color	Effect
Blue	<i>Water breathing</i>
Green	<i>Freedom of movement</i>
Pink	<i>Water walk</i>

ELIXIR OF SWIMMING

Potion, uncommon

This vial holds an oily blue fluid. The mixture is slippery on the tongue, and has a slight fishy odor. When you

drink this elixir, you gain a swimming speed of 30 and swimming costs no extra movement for 1 hour.

HORN OF THE GOBLIN SHARK

Wondrous item, uncommon

This magic instrument is fashioned out of the conical, cartilaginous skull of a goblin shark, and usually adorned with a thick leather cord as a strap. Once per day you

can use an action to blow the horn underwater to summon two goblin sharks, as per *conjure animals*. The goblin sharks appear within 30 feet of the horn blower, and can be commanded to attack. The goblin sharks last for 1 hour, or until reduced to 0 hit points.

APPENDIX B: NEW ARCANES SPELLS

SECURE CHEST

5th-level conjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a custom-designed chest worth at least 5,000 gp)

Duration: Instantaneous

This spell must be cast on a specially fabricated chest of excellent quality, made from rare hardwood such as darkwood, ironwood, teak, or black oak. The bandings, braces, clasps, and nails must be made of platinum or gold, and the chest is often set with precious stones or gilded with precious metals. The chest is typically about 3 feet long by 2 feet wide and 2 feet high. The chest is a unique piece of art, and worth at least 5,000 gp when

finished (and serves as the material component for the spell). Once complete, the chest can be enchanted.

The chest can hold 1 cubic foot of material per level of the caster, despite the physical dimensions of the actual chest. The inside is actually an extradimensional space, similar to a *bag of holding*. Although the chest can be normally locked, the contents can only be accessed by a special procedure set at the time of the casting. This procedure can be the use of a unique key, a password, or even a specific sound, such a few short notes from a specific instrument. Without using the specific procedure, the chest can be opened, but its contents remain safely hidden in the extradimensional space. If a living creature is placed in the chest, it must eat, breathe, and drink water normally.

APPENDIX C: SCALING THE ADVENTURE

The *Pillars of Pelagia* is designed for four to six 3rd-level characters. The notes below can be used to convert the adventure to four to six 6th-level characters. If these adjustments are made it's crucial to also adjust the treasure found in the various encounter areas appropriate to the increased challenges. Warning: Spoilers follow!

AREA I-I

Remove the Magic Initiate trait from Morella, and convert her back to a regular **harpy** (CR 1; see Monster

Manual p. 181). Make it three regular harpies by adding two more as sisters, and give each a magic item to enhance their combat abilities. Examples include a *potion of speed*, a *potion of fire breath*, and a *ring of the ram*. The latter can be used to target creatures crossing the bridge with the expenditure of a charge (and the push attack). A DC 15 Dexterity saving throw can be attempted to avoid falling off the bridge. Add a fourth harpy, as a matron, with increased hit dice and the Magic Initiate trait (adjusted to CR 2).

AREA 1-5

Increase the **animated stone crab's** hit dice, strength, attacks (and damage), and AC (adjusting to CR 4). Convert the **swarms of crabs** to Large size, which increases their hit die type (adjusting to CR 1).

AREA 2-1

Increase the total **animated shark jaws** from eight to 12. Increase the animated shark jaws' size from Tiny to Small, which increases the hit die type. It's also recommended to increase their Constitution by 2, so hit points are now 16 (3d6 + 6). Finally, increase the AC to 14 and base damage from 1d4 to 1d6. Each animated shark jaw is now considered to be CR 1/2. Increase the challenge of the trap by increasing the damage.

AREA 2-2

Increase all of the Strength and Dexterity ability check DCs by 2 to 4.

AREA 2-3

Same changes as per area 1-1, regarding the family of **harpies**. Also add another **sea snake**.

AREA 3-2

Convert the black puddle to a full-sized **black pudding** (CR 4; see MM page 241) and adjust the size of the garbage chute accordingly.

AREA 3-4

Convert the polluted medium air elemental to a size Large **air elemental** (see MM page 124). This adjusts the CR to 5. Consider increasing the stats, AC, and hit dice to convert it to a suitable CR 6 monster.

AREA 4-1

Add two more **animated nets**, and three more **koalinth zombies**.

AREA 4-2

Add two more **koalinth warriors** to the chamber. Remove the *horn of the goblin shark* and replace Solemaya with **Chalychia Forlorna**. She graces the cover of the module, after all!

CHALYCHIA, FEMALE DROW/TIEFLING WIZARD

Medium fiend, lawful evil

AC: 18 (*staff of power, cloak of protection*)

Hit Points: 98 (12d8 + 24)

Speed: 30 ft., fly 30 ft.

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

Saving Throws: Str +3, Dex +12, Con +3, Int +12, Wis +3, Cha +10

Skills: Arcana +9, History +9, Perception +7

Damage Resistances: fire

Senses: darkvision 120 ft., passive Perception 17

Languages: Common, Elvish, Infernal, Undercommon

Challenge: 9 (1,100 XP)

Special Equipment: Chalychia possesses a *staff of power* (20 charges), *slippers of spider climbing*, a *cloak of protection*, a *potion of superior healing*, and a *potion of gaseous form*.

Conjuration Savant: Chalychia can use the Minor Conjuration, Benign Transposition, and Focused Conjuration school features.

Contingency: Chalychia has cast a *contingency* spell. When reduced to 25 or fewer hit points, the *contingency* triggers a *dimension door* spell.

Fey Ancestry: Chalychia has advantage on saving throws against being charmed, and magic can't be used to put her to sleep.

Innate Spellcasting: Chalychia's innate spellcasting ability is Charisma (spell save DC 15). She can

innately cast the following spells, requiring no material components:

- At will: *dancing lights, thaumaturgy*
- 1/day each: *faerie fire, hellish rebuke, levitate* (self only)
- 2/day: *darkness*

Spellcasting. Chalychia is a 12th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +11 to hit with spell attacks). She has the following wizard spells prepared:

- Cantrips (at will): *blade ward, fire bolt, mage hand, poison spray, shocking grasp*
- 1st level (4 slots): *feather fall, magic missile, ray of sickness, sleep, witch bolt*
- 2nd level (3 slots): *hold person, misty step, see invisibility*
- 3rd level (3 slots): *counterspell, stinking cloud, vampiric touch*
- 4th level (3 slots): *conjure minor elementals, ice storm*
- 5th level (2 slots): *cone of cold, conjure elemental, teleportation circle*
- 6th level (1 slot): *mass suggestion*

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

ACTIONS

Staff of Power: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage (two-handed), or +6 hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) bludgeoning damage (one-handed). If Chalychia expends a charge from the staff, she adds 3 (1d6) force damage.

LEGENDARY ACTIONS

Chalychia can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Chalychia regains spent legendary actions at the start of her turn.

Cantrip (costs 2 Actions): Chalychia can cast one of her known cantrips.

Move: Chalychia can move up to her speed without

provoking opportunity attacks.

Saving Throw: Chalychia can attempt a saving throw to end an effect.

Chalychia has skin as black as the ocean's deep abyss, and midnight long hair streaked with bone white. Her facial features are fine and she sports an alluring, thin smile. Her large eyes are violet and piercing. Bronze twisted horns crown her head, faintly carved with glowing eldritch runes. She wears a colorful silken gown with an oversized ebony cloak draped over her delicate shoulders.

AREA 4-3

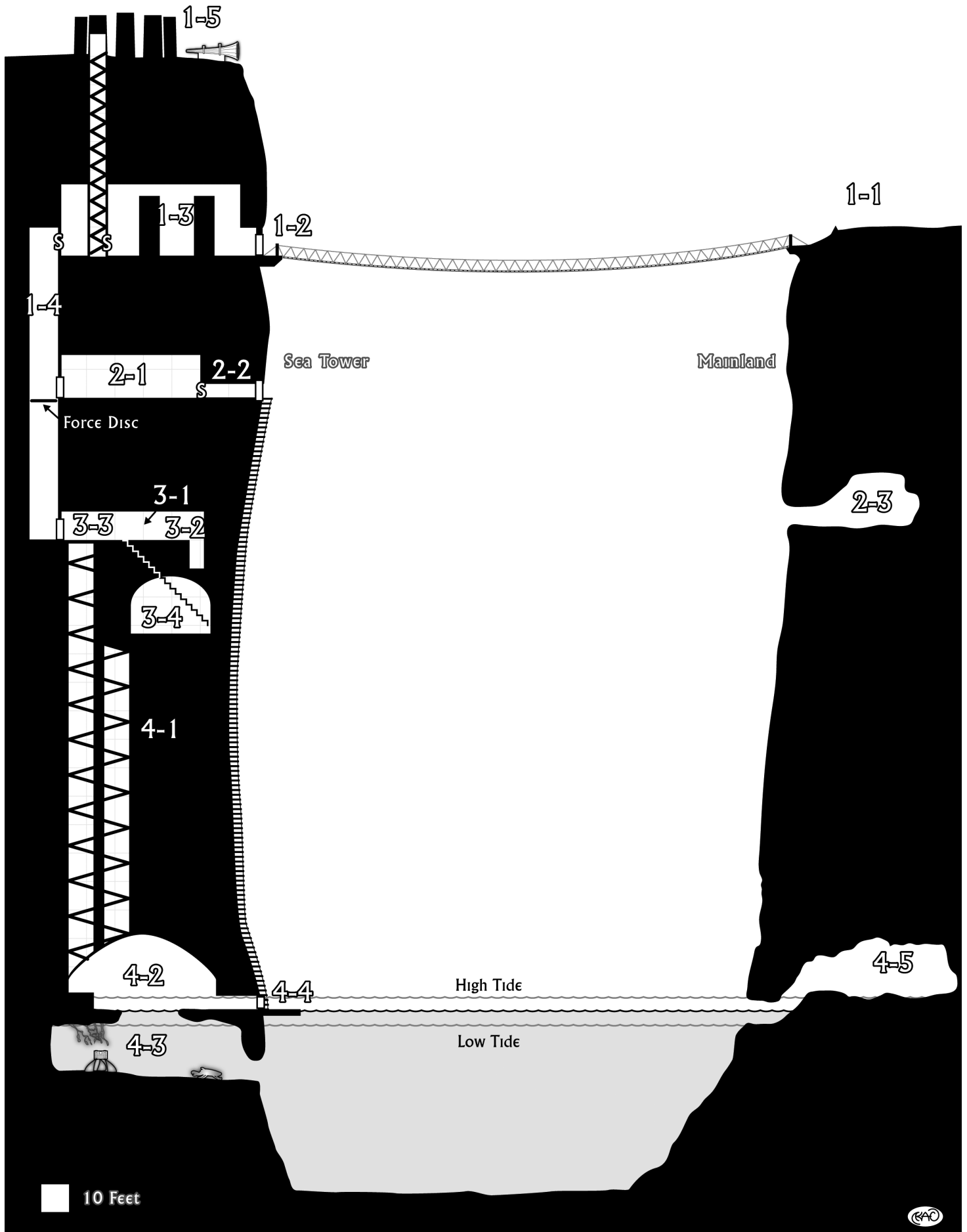
Replace the koalinth warriors with **koalinth captains** (see MM page 186). This makes each of them CR 3. Add another **awakened kelp**.

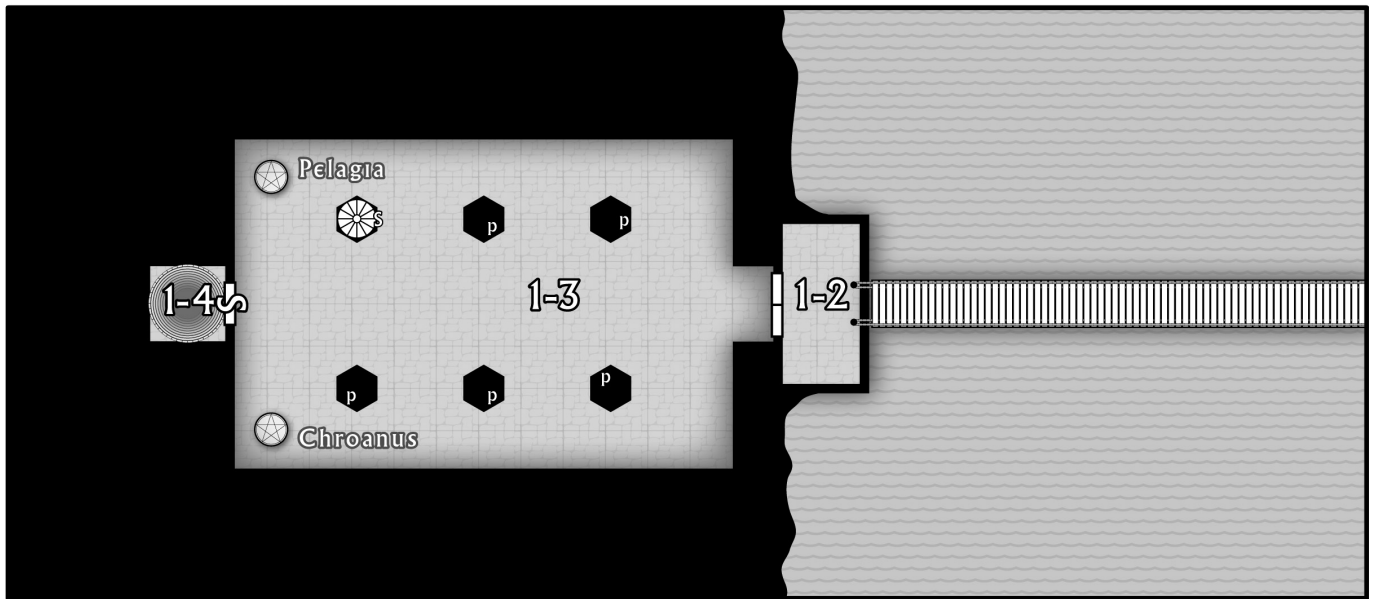
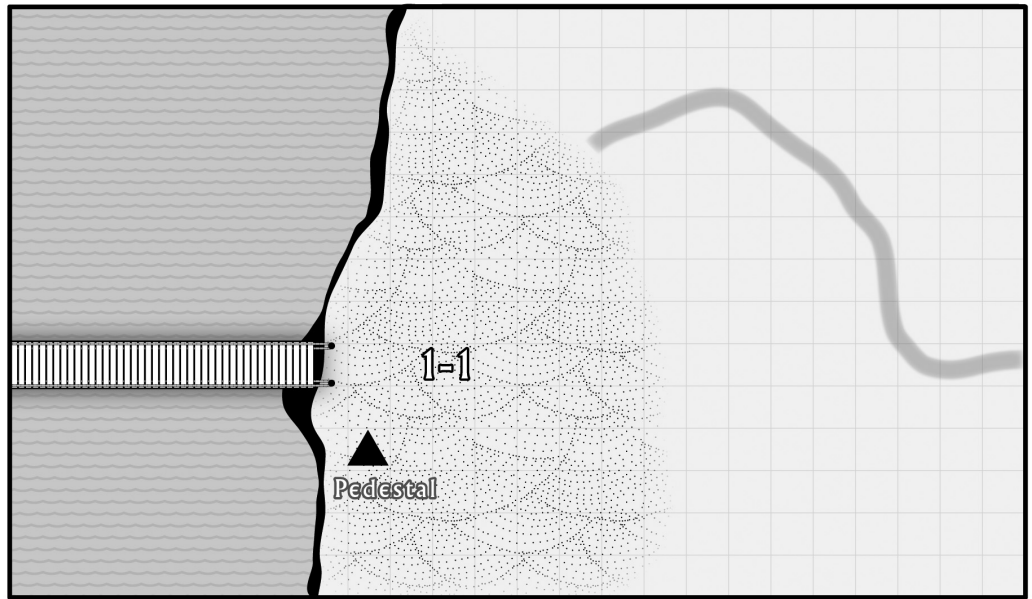
AREA 4-4

Add another **awakened kelp** near the dock. Instead of the tiger shark, use **giant shark** stats (see MM page 328) for a great white shark. This shark is now CR 5.








AREA 4-5

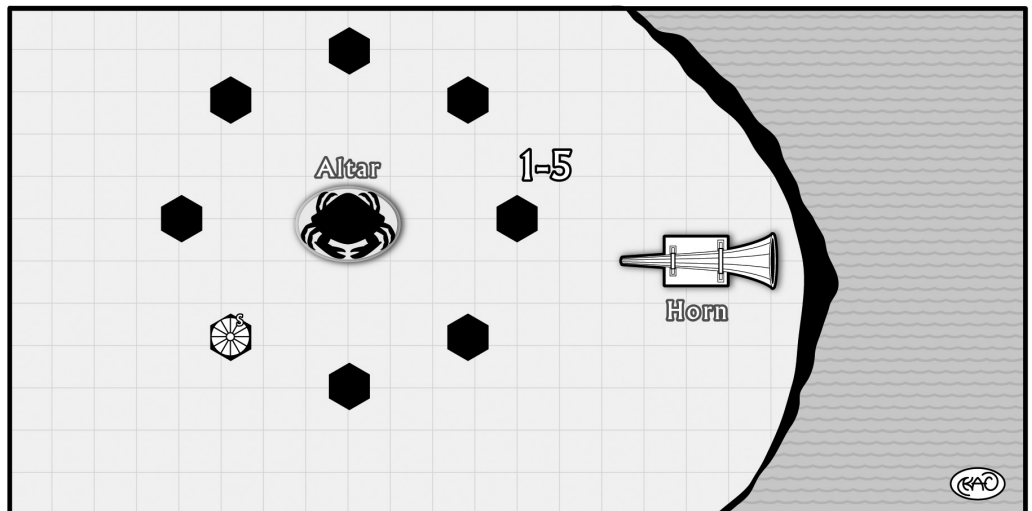
Add two more **flotsam crawlers**.

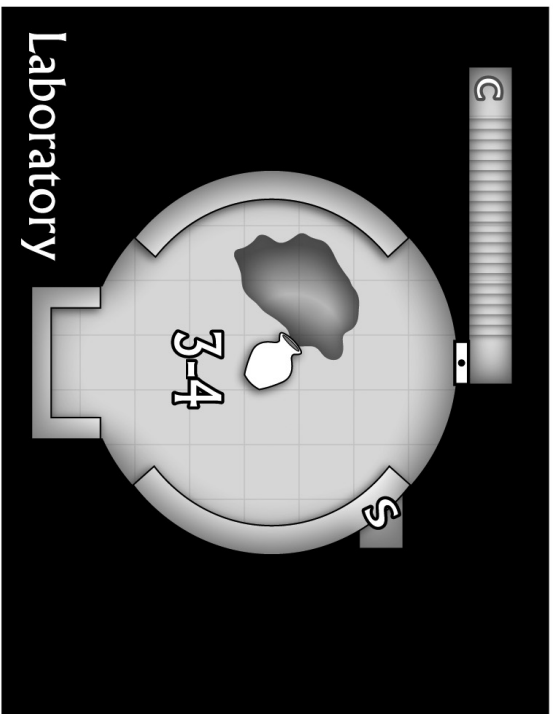
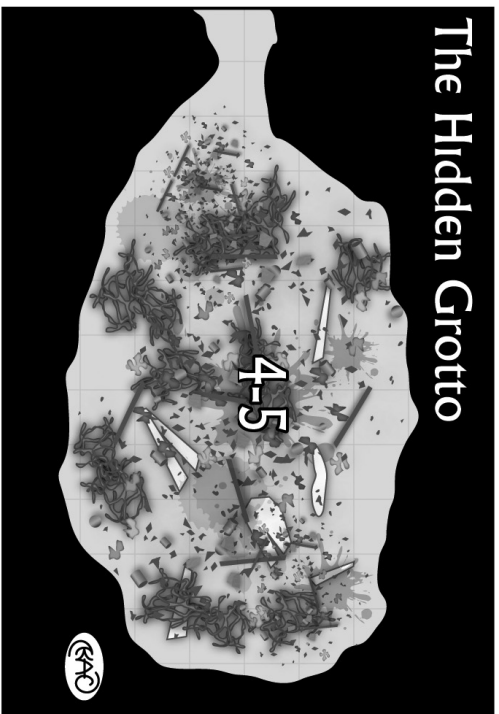
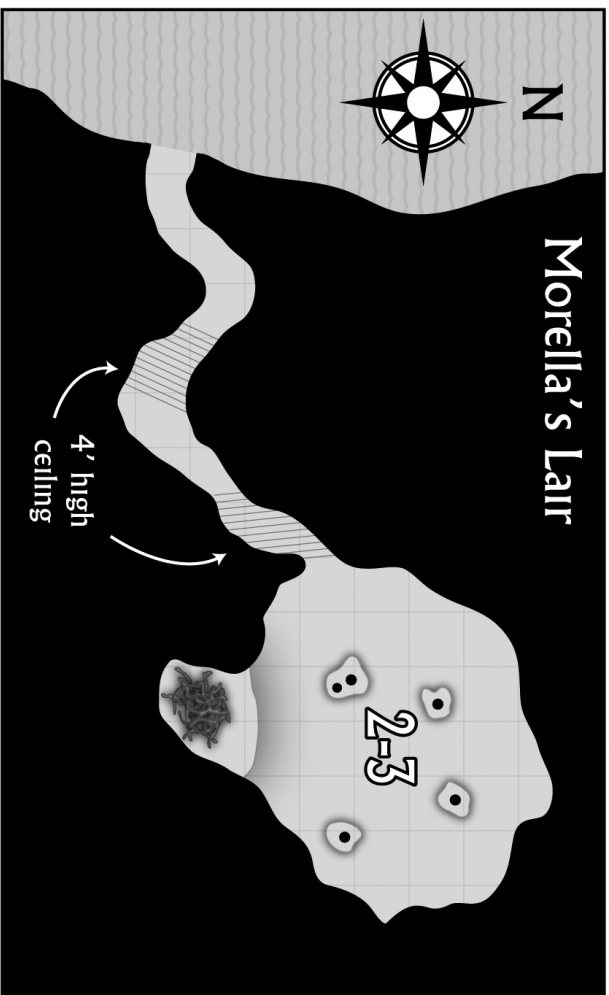


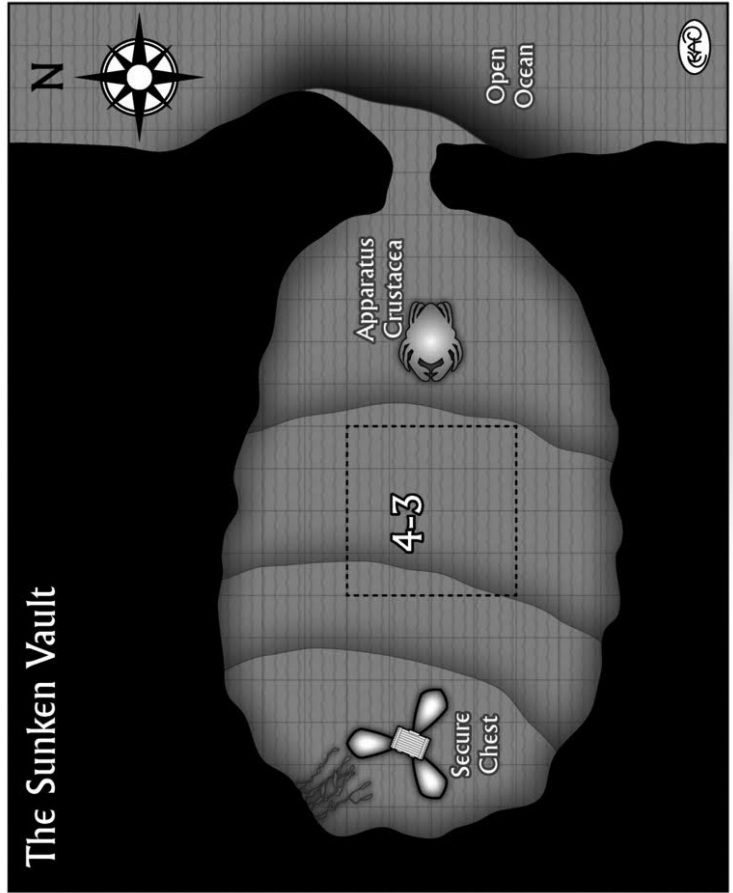
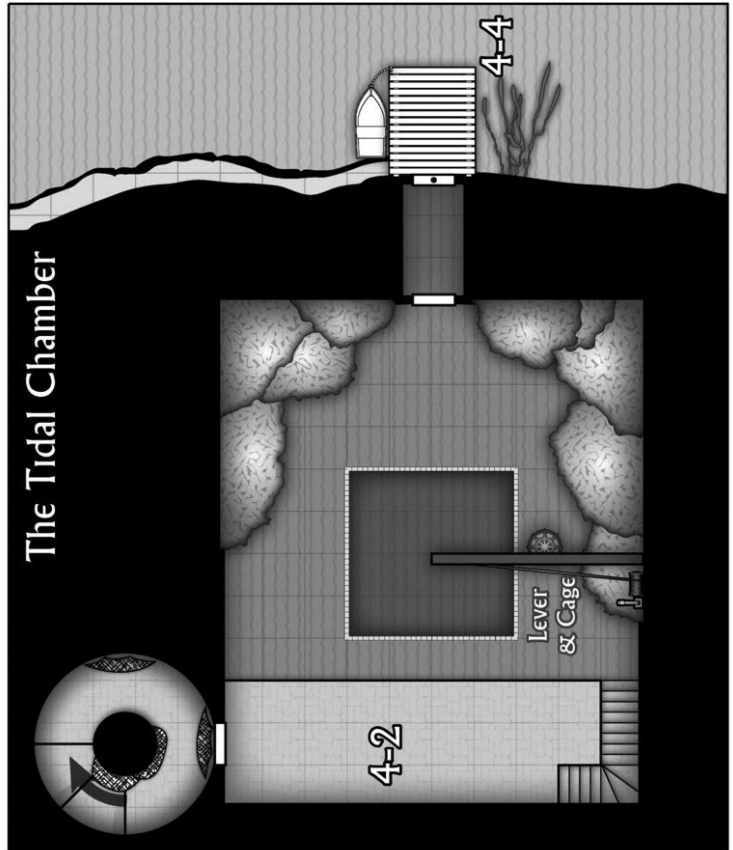
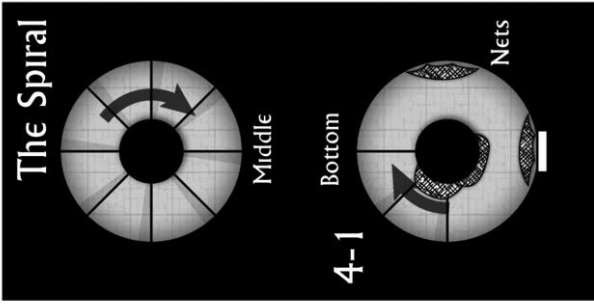
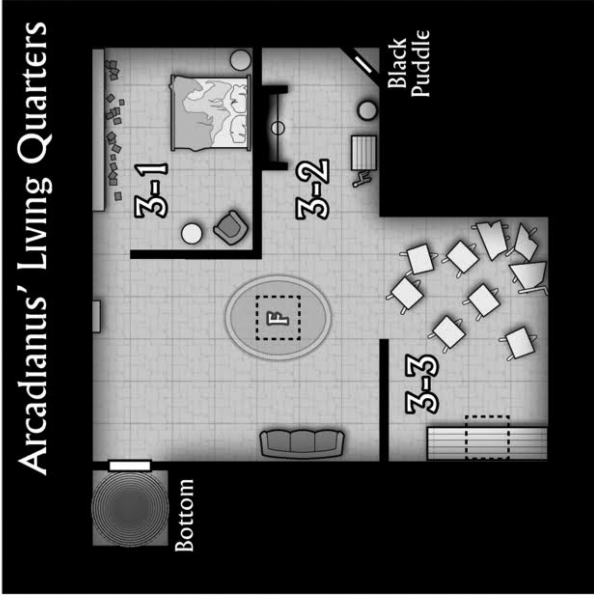
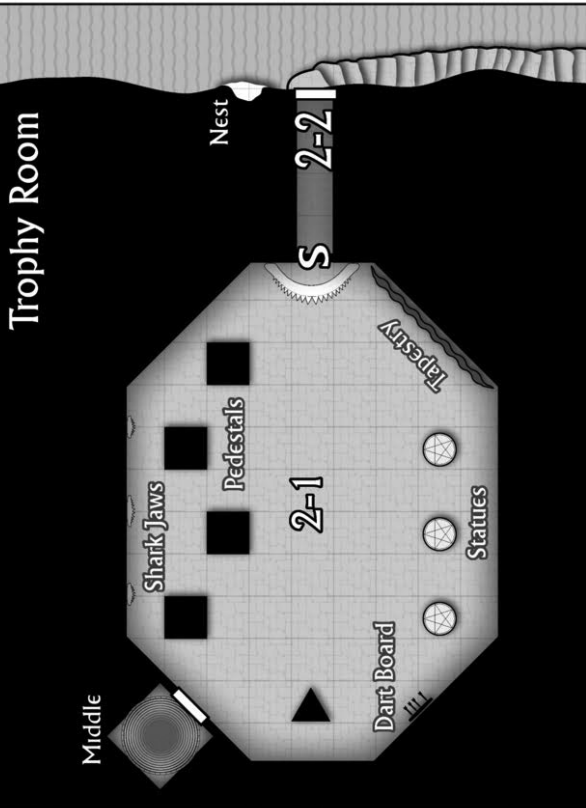


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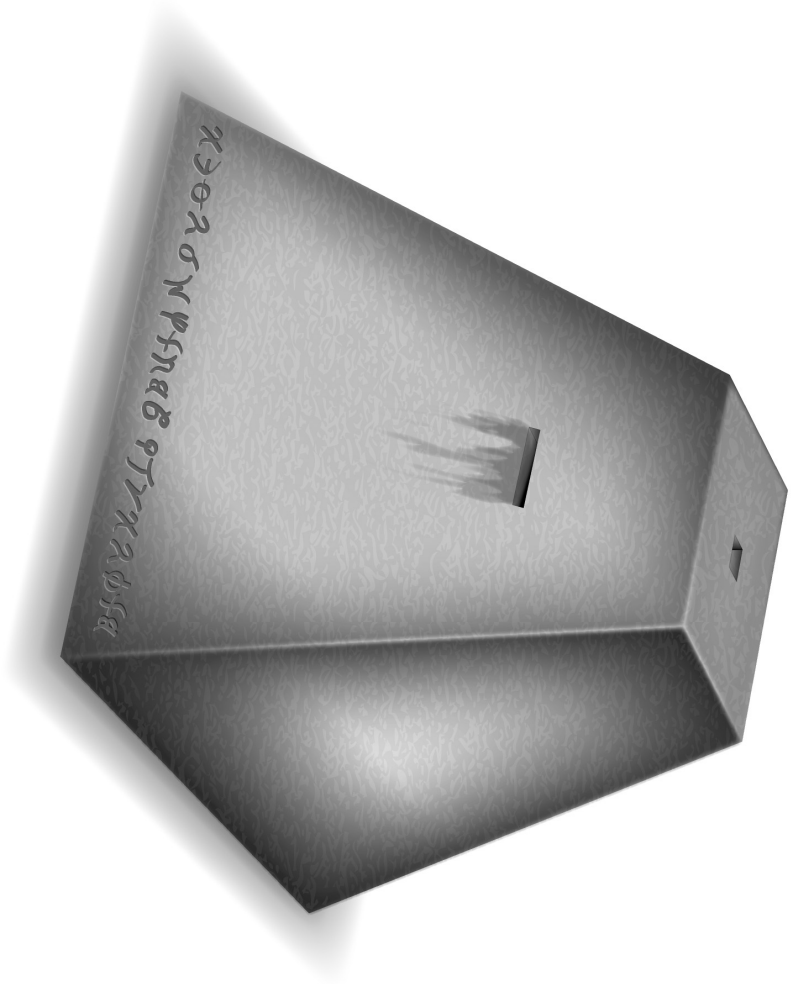
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-  Elevator Shaft
-  Spiral Staircase
-  Pillar
"p" marks Pelagia
-  Statue
-  Sand
-  5 feet



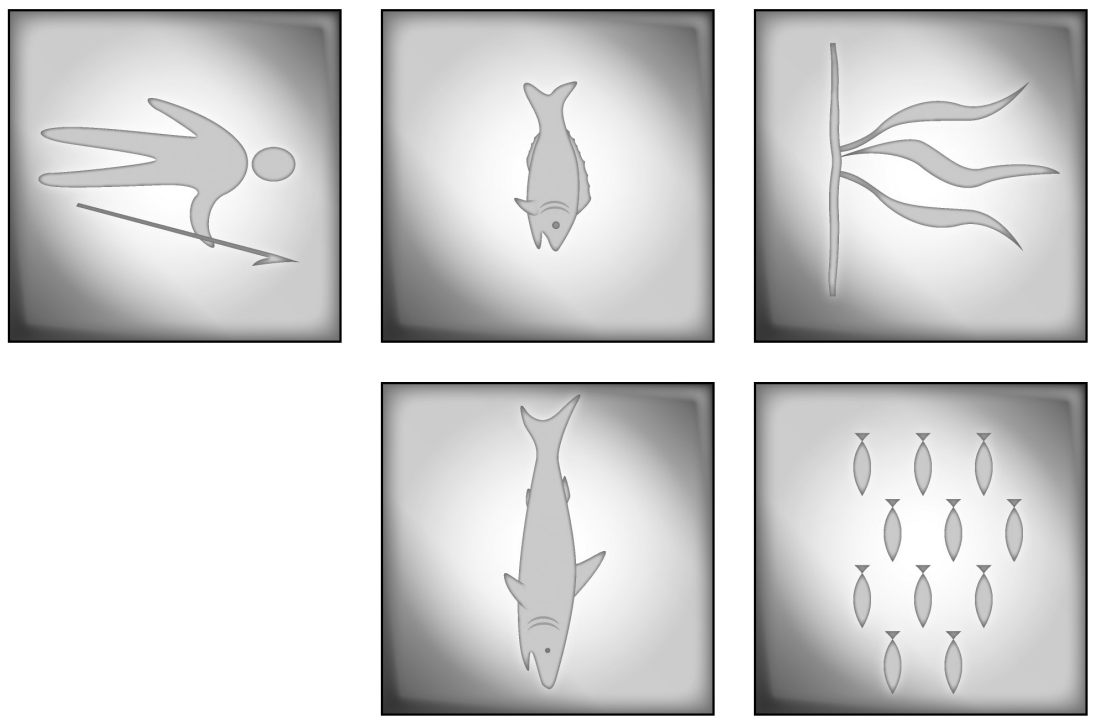




PLAYER HANDOUT #1 AREA 1-1



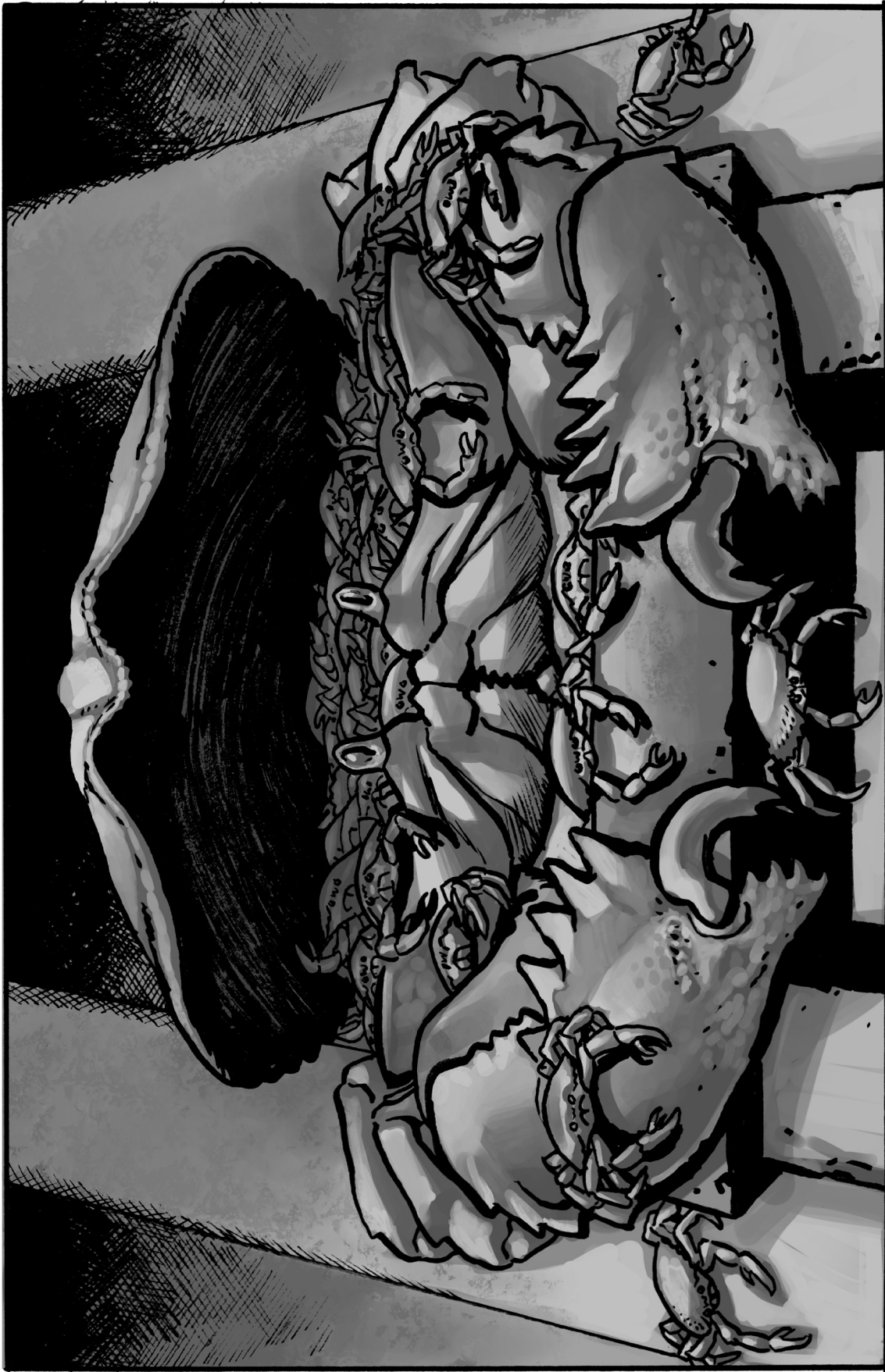
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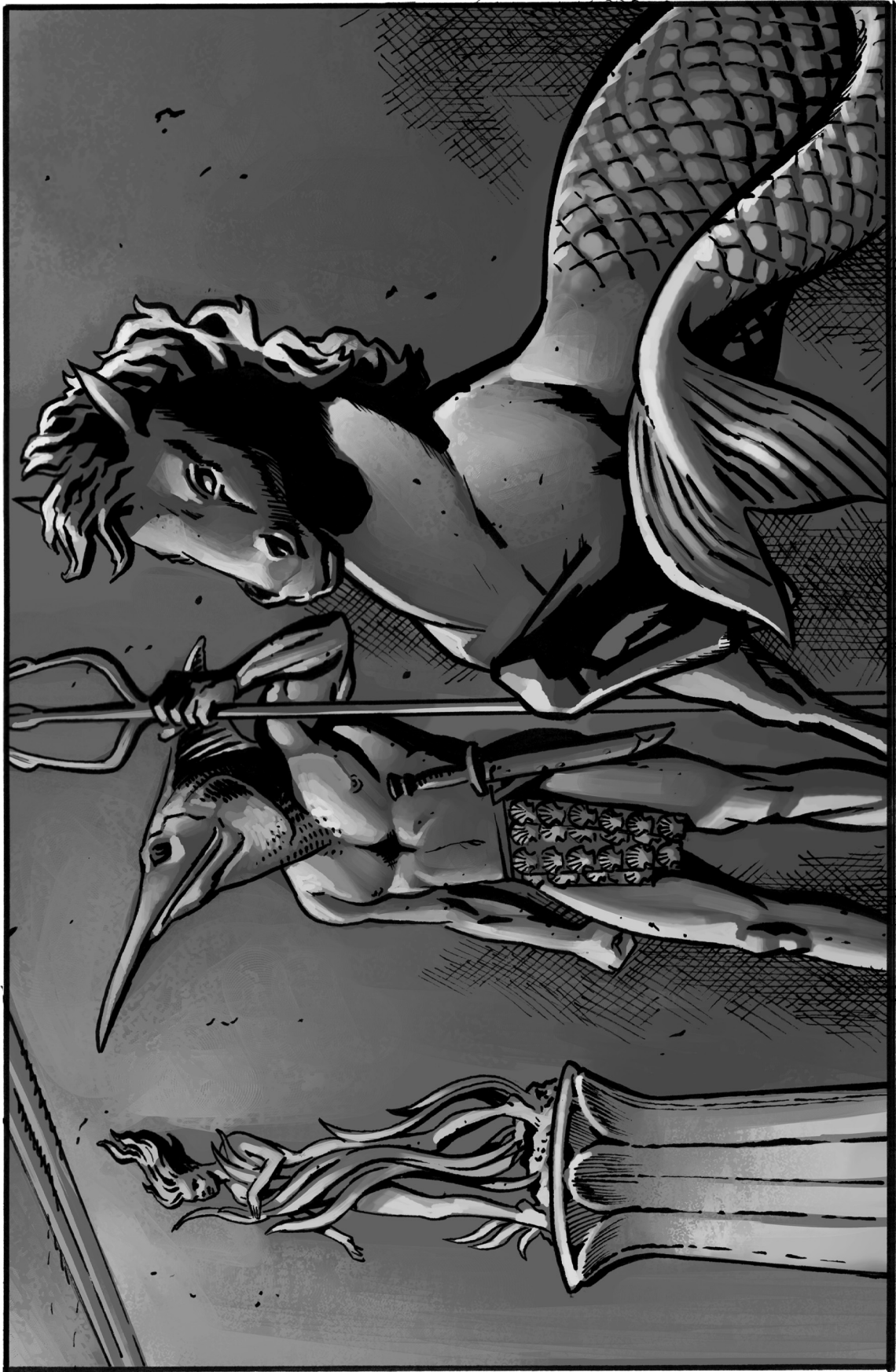
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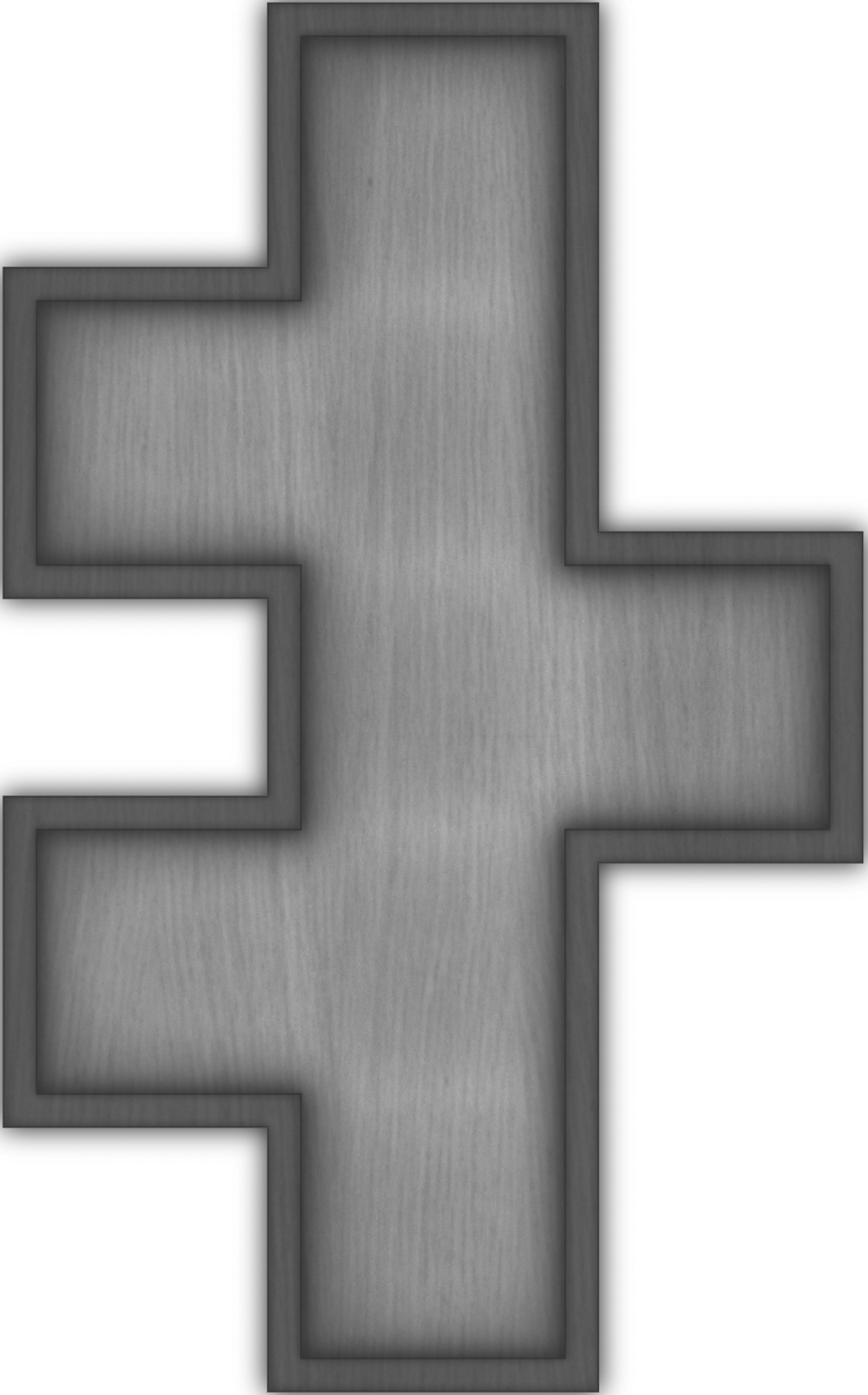
PLAYER HANDOUT #5 AREA 1-5





PLAYER HANDOUT #7 AREA 2-I

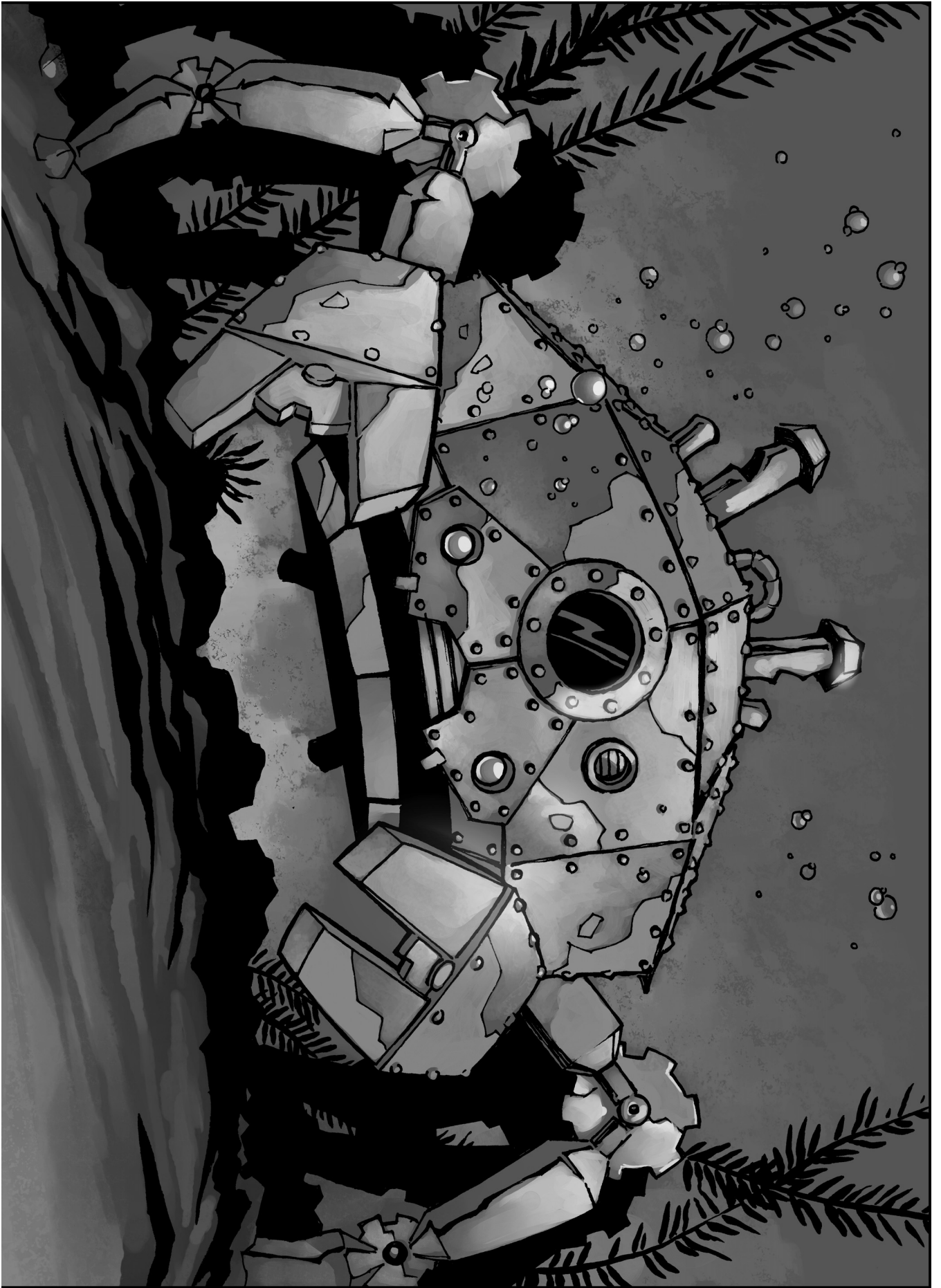
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PLAYER HANDOUT #8 AREA 2-1



PLAYER HANDOUT #9 AREA 4-2



FIFTH EDITION FANTASY

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