



The City in the Depths

An old man, a powerful artifact, and an entire ancient city waits for you in the cold depths of the Moonsea. Nothing is certain about what lies ahead, except that someone will get wet. Bring your bathing suits, it is time to take a dip.

A 4-Hour Adventure for 5th-10th Level Characters



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Introduction

Welcome to the *City in the Depths*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and a standalone adventure for Bookwyrn 2018.

Insert two to three sentence paragraph describing physical location of adventure.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

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

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

Long ago, the once majestic city of Northkeep, the beacon of civilization of the Moonsea was destroyed by a large army of evil creatures. This army led by the black dragon, Lyrauroth besieged the city for many days. Finally, the cabal of mages and clerics called upon the wrath of their terrible god, Gruumsh which sent a large meteor down on Northkeep, sinking the whole city and killing all that remained there.

Northkeep was home to many magical and scientific achievements including the study of alchemy. Much of the knowledge was lost during the destruction of the city, however some secrets are still buried deep below the waves of the sea. It is the Collector that by chance employs the adventurers to recover something that was lost and perhaps fulfill an ancient promise that was made long ago.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

The Collector. An old and powerful entity. He is your employer and nothing more. A man with a terrible memory, but a wide array of magic items at your disposal, if you ask nicely of course.

Adventure Overview

The adventure is broken down into five parts:

Part 1. The adventurers meet a strange merchant named The Collector, who hires them to seek out an artifact. The party will then need to prepare for the journey to the sunken city of Northkeep.

Part 2. On the way to Northkeep, the party is attacked by Marel pirates. This will be their first encounter with the Marel, and certainly not the last.

Part 3. As the party reaches Northkeep, the captain refuses to sail any closer, and the party will have to swim the rest of the way there. Here they encounter many strange things. This section is optional, if running low on time.

Part 4. The party finally reaches Northkeep, and has the opportunity to explore the whole city to find the library in which the artifact is held in.

Part 5. In order to retrieve the artifact, the party must succeed in all three puzzles to proceed. After

the final puzzle, they encounter The Guardian, the final obstacle to their objective.

Adventure Hooks

Boredom. The adventures have nothing to do, The Collector has a way to change all that.

Hail Science. Anyone interested in knowledge or alchemy would be interested in visiting the old ruins of Northkeep, perhaps they will find some lost knowledge that will aid in their research.

Look sir, Gold. Ancient cities and treasure often goes hand in hand.

Part 1. Meet the Collector

Estimated Duration: 30 minutes

The adventure begins with the characters on the streets of Hillsfar. They are passing through the bazaar when a particular shop catches their eyes.

You find yourself in the city of Hillsfar looking for work. It has been two weeks since your last posting, and your faction assures you that they will have work for you soon. In the meantime, they have paid for your food and lodging while you wander around aimlessly attempting to amuse yourself here in the city.

Allow your players to describe their activities in the city then move on. Refer to the *Rage of Demons: Hillsfar Season 3 Narrative* for more information on how to roleplay the city. Remember this story takes place in Hillsfar after the fall of Torin Nomerthal and the rise of Vuhm Yestral as First Lord of Hillsfar. The Great Law of Humanity is abolished, but some forms of xenophobia still remain. Most merchants in the city are less xenophobic however, and care more about how much coin you have in your purse rather than the shape of your ears.

As you make your way back to your inn, you find yourself going through the marketplace. The market is full of sweaty people blistering under the hot sun trying to find a deal in the multitude of shops. As you squeeze by the crowd you find a curious shop advertising rare magical trinkets for sale. Before you could look at the wares, a small old man beckons you to follow. He steps inside his wagon and disappears behind the fabric dividers. For some unexplainable reason, you decided to follow.

As you step inside the wagon, you find yourself in a large opulent room with shelves full of artifacts and magical items similar to those that you have seen in your travels. The strange old man pops his head out from another doorway and says, "hmm? Yes? I know, I know, it's much larger on the inside. Well don't just stand there, come along now, your tea is getting cold." In the next room, you see several people seated around a small table enjoying their drinks and sampling a tray of pastries.

The old man offers a drink to you and sits down on a stool. Addressing everyone at the table he says, "It is fortunate that you have joined me today, I have a little job for all of you."

Roleplaying the Collector

The Collector takes the appearance of an elderly human male. However, he is not entirely human, and has lived for centuries traveling through different planes and even time itself. He uses his magical wagon to travel around and collect magical artifacts which he stores in an

extradimensional mansion located inside the wagon. Besides collecting magical artifacts, he also enjoys travelling around trading items with other adventurers who have something that interests him.

Due to his age, and the confusing nature that is time itself, The Collector suffers from a case of forgetfulness from time to time. Do not be fooled for his grandfatherly charm, for The Collector is a very powerful man in his own right. Multitude of nations have been saved and destroyed from his actions alone.

Quote: "Oh yes? I do apologize, that must have slipped my mind. You know it's hard to keep track of everything when time changes so quickly"

At this time, you may have all the players introduce their characters, as they are enjoying some tea and pastries.

The Collector wishes the party to find an artifact located in the ancient sunken city of Northkeep. He is willing to pay each character 300 gp to retrieve the artifact.

The Collector can provide the following information:

- Northkeep was the first settlement built by humans on the Moonsea. It was a symbol of peace and stability amidst the chaos and wickedness that surrounded it. It was destroyed by a large army of evil humanoids and monsters who called upon their terrible gods to sink the city into the sea.
- The artifact in question is located in a vault beneath the great library of Northkeep, but he doesn't remember the exact location of the building within the city.
- The vault is sealed by a key whose keyhole will only appear by the light of a full moon. It will be at its strongest in five days' time, and it will lose its light within a ten day. The Collector will provide a small stone seal which serves as the key for the vault. The seal has a peculiar symbol carved on it (**Player Handout 1**).
- The artifact looks like a silver box about 1 foot on all sides with a peculiar symbol etched on it (**Player Handout 1**). He warns to characters not to open it,
- The quickest and safest way to Northkeep is through a *teleportation circle* with the right coordinates, unfortunately he doesn't remember the coordinates at this time.
- The next quickest way to Northkeep is by boat or airship.

Brotherhood of the Cloaks

The Cloaks of Mulmaster keep the coordinates of the Northkeep teleportation circle a secret. A character who has at least 7 ranks in the Brotherhood of the Cloaks has access to this information and can use it to teleport directly to Northkeep appearing outside of the city hall.

Preparing for the Adventure

Before setting off, the adventurers may wish to use the facilities of Hillsfar to better prepare for the adventure.

The Collector

Astute players may notice The Collector's wide collection of magic items and ask him to lend some items for the characters to use for the adventure. The Collector will happily give each adventure a magical silver collar (**Player Handout 2**) that functions as a Cap of Water breathing with the added functionality of allowing the wearing to speak and hear through water.

If the player asks The Collector for additional magic items to aid them, he will gladly lend any magic item found in the Dungeon Master's guide in exchange for a magic item that is of equal or greater rarity as collateral. Once the adventure is over, all magic items will return to their original owner.

Important Locations

There are several useful locations around the city that might be beneficial for the adventures to visit.

The Mages Guild

Scholarly adventurers may wish to venture to the Mages Guild to gather information surrounding Northkeep. Only members of the Mages Guild, or people with the background of Sage, Cloistered Scholar, or similar backgrounds may enter the Library.

Besides the information provided by The Collector, they learn that there is a group of evil aquatic elves living in that area called Marel. They also learn that Northkeep is located in a place that is fairly cold and deep under the sea. A character who spends at least one day studying in the library gains advantage on Intelligence (History) checks related to Northkeep and Intelligence (Alchemy) checks related to Alchemy for this adventure only.

The Mages Guild has a permanent *teleportation circle* located within its halls.

The Leathersmith

Corwin Blake can make the players a special suit of shark hide armor. It costs 50 gp and half a day for him to make one set. Shark hide armor has the properties of regular leather armor but allows the wearer to swim underwater without disadvantage. Characters who have the leatherworking proficiency may help Corwin Blake finish the suit in half the time.

The Apothecary

Herbert Greene sells a wide range of potions in his store, ranging from balms that cure baldness to potions that heal. Herbert sells cordials of water breathing for 100 gp each. He currently has enough cordials to sell two to each player. If the characters wait two more days he will be able to restock his wares and sell them an additional two more cordials of water breathing. Unfortunately, another party of adventurers bought most his rarer potions before the players came in, however he has one last potion of greater healing that he is willing to sell for 100 gp.

Crime and Punishment

The City of Hillsfar has one of the lowest crime rates in the Moonsea region, thanks to watchful eyes of the Red Plumes and the careful control of crime by the Rogues Guild. Even if the city guards or citizens do not spot the crimes committed by the characters, the city is home to many adventurers whose skills and expertise are far greater than that of the player characters. Thus, there is a high chance for a player character to be caught by either a city guard or passing adventurer.

Murder is illegal in Hillsfar. Any character that decides to murder an innocent person will be arrested and executed.

Assault is illegal in Hillsfar. Any character that decides to assault an innocent person will be arrested and sentenced to imprisonment for the rest of the adventure and must pay a fine of 50 gp per person assaulted.

Theft is illegal in Hillsfar. Any character that decides to steal and is caught will be sentenced to imprisonment for the rest of the adventure and must pay a fine of twice the value of the item that was stolen.

A character that is a member of the Rogues Guild that is caught will only have to pay a fine of twice the value of the item that was stolen. Excessive stealing from a character who is a member, will be grounds for expulsion from the Rogues Guild.

Chartering a Ship

Through careful negotiations with several sailors at the docks, the characters are able to find three captains willing to take them to Northkeep.

The Rusty Bucket is a small sloop that carries a strong smell of fish. Barnaby Buttermen is the Captain of this humble ship and he asks for 25 gp per person for the voyage. The Rusty Bucket has 4 sailors (**Commoners**) as crew and has the statistics of a Sailing Ship in the DMG. It takes approximately 5 days to reach Northkeep with this ship.

The Violet Chrysanthemum is a midsize cargo ship captained by Captain Jamalia, an infamous smuggler in the Moonsea. Jamalia's fee is 75 gp per person for the voyage. The Violet Chrysanthemum has 10 sailors (**Thugs**) as crew and has the statistics of a Longship in the DMG. It takes approximately 4 days to reach Northkeep with this ship.

Tymora's Luck is a midsize galley owned by the famous Captain Tan'heel. Tan'heel's fee is 150 gp per person for the voyage. Tymora's luck has 15 veteran sailors (**Swashbucklers**) as crew and has the statistics of a Galley in the DMG. It takes approximately 3 days to reach Northkeep with this ship.

Teleporting to Northkeep

The coordinates to travel to Northkeep is not easily available and will take months of research and searching to find it. A *legend lore* spell can give the correct coordinates to the circle; however, they must find a coin made in Northkeep to travel there. The antique collector in town might have several coins from Northkeep, and will gladly sell it to the party for 300 gp. If the party decides to travel to Northkeep through the *teleportation circle* they appear outside of the city hall.

Part 2. Pirate Attack

Estimated Duration: 30 minutes

While traveling towards Northkeep, allow your players to describe their actions while on board the boat. Give them a few days to settle in and make sure to note who stays awake during the night. On the night before reaching Northkeep Marel pirates attack the ship, run the next encounter.

You awake to the sounds of shouting during the night. The door to the cabin bursts open as a pale half-naked elf with wet blackish-green hair, charges towards you with a cutlass in hand. As soon as he steps forth another one rushes into the room, their green phosphorescent eyes, glowing with malicious intent.

When the characters wake up, they will be attacked by a number of **Marel Pirates** equal to the number of characters in the party. They will then spread out and attack each character. If the players managed to defeat this group of enemies, they are victorious and the continue with the encounter resolution below.

If the characters try to flee the room before dealing with the pirates inside, they run into another group of **Marel Pirates** equal to the number of allied sailors on the ship. The pirates fight until at least half of the total amount of pirates on board the ship is dead.

Players must be careful about the type of area of effect spells that they cast on board the ship. The first time a player casts a spell like fireball or shatter, describe the immense damage that the player is creating. The next time a player cast another area of effect spell, the ship is breaks apart and is destroyed.

Adjusting this Encounter

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

- **Very Weak:** **Marel Pirates** makes two attacks.
- **Weak:** No change.
- **Strong:** No change.
- **Very Strong:** Add a **Marel Priest**.

Resolution of this encounter changes depending on the ship chartered.

- **Tymora's Luck.** The crew of the Tymora's luck are readily able to handle themselves in the fight and quickly dispatches the pirates. If the characters are struggling to beat the initial

group of pirates, consider adding some allied **Swashbucklers** to help them.

- **Violet Chrysanthemum.** Half of the crew of the Violet Chrysanthemum are either slain or injured. The party must take on the work of the sailors that were killed or the ship moves at half speed for the remainder of the voyage. In order to sail the ship successfully, the party must succeed on a DC 10 Strength (Water Vehicles) group check. A character with the Sailor background automatically succeeds on this roll.
- **Rusty Bucket.** The crew of the Rusty Bucket are all slain except for the captain who is grievously injured. The party must take on the work of the sailors that were killed or the ship moves at half speed for the remainder of the voyage. In order to sail the ship successfully, the party must succeed on a DC 15 Strength (Water Vehicles) group check. A character with the Sailor background automatically succeeds on this roll.

Due to his injuries, the captain will need to rest, the ship will also need a navigator, a DC 15 Intelligence (Navigator's Tools) check is needed to move in the right direction. A character with the Sailor background automatically succeeds on this roll. On a failure, the ship takes one more day to reach the destination and immediately run the **Shipwreck** encounter.

When the Bell Tolls

Before the ship reaches the destination, they hear an earie bell ringing from amidst the fog. This is the Bell in the Depths. The captains of the ship will refuse to sail any closer in fear of the fog and the bell.

If the characters decide to take a rowboat through the fog, proceed to the **Shipwreck** encounter below.

Shipwreck

If the adventurers refuse to listen to reason and decide to sail closer to Northkeep, they are ambushed by a dragon turtle aligned with the Marel that destroys the ship. The characters must make a DC 18 Dexterity saving throw, taking 30 physical damage on a failed save, or half as much damage on a successful one. They are then plunged into the cold sea 500 feet above Northkeep.

Part 3. Under the Sea

Estimated Duration: 30 minutes

The following events may be encountered during the swim towards Northkeep. If you are running this module for a 4-hour time slot, such as for a convention, consider running only one of these events or skipping them all together. For those who are running without time constraints feel free to run as many or as little of these encounters as you wish. The players are expected to encounter one random event per survival check made.

The swim towards Northkeep will take 45 minutes to reach it. Have one player be designated as the navigator, a total of two DC 15 Wisdom (Survival) checks are required for the characters to successfully navigate their way to Northkeep. On a failed check, the characters must make another swim check and another survival roll to attempt to get back on track. Creatures who have natural swim speed make this check with advantage.

The underwater environment is dangerous to those who are not adapted to it, refer to the following rules or see **Player's Handout 3** for environmental effects on the players.

Underwater Combat

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

Swim Check

After swimming for 15 minutes, a character must succeed on a DC 10 Constitution saving throw or gain one level of short-term exhaustion. The DC increases by 1 for every consecutive check after the first. The DC resets to 10 after a short or long rest.

- Creatures with natural swim speed do not need to make this saving throw if they are not wearing armor or clothing not suitable for swimming.
- Creatures with swim speed granted by magic make this saving throw with advantage if they are not wearing armor or clothing not suitable for swimming.
- Creatures who have immunity or resistance to cold or are naturally adapted to cold climates make this saving

throw with advantage if they are not wearing armor or clothing not suitable for swimming.

- Creatures who are wearing armor or clothing not suitable for swimming such as robes or heavy clothes have disadvantage on this saving throw.

Swim Check

Swimming underwater in the cold depths for long periods of time can lead to a special condition called short term exhaustion. Short-term exhaustion is measured in six level and stacks with regular exhaustion.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if the creature's exhaustion level is reduced below 1.

Finishing a short rest reduces a creature's short-term exhaustion level by 1. Finishing a long rest removes all levels of short-term exhaustion, provided that the creature has also ingested some food and drink.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

After the navigator makes a survival check, run one of the events once.

D8 Random Encounter

- 1 Sea Cave
- 2 Sea Elf Contingent
- 3 Shark Attack
- 4 Shellador, the Talking Sea Shell
- 5 Standing Stone
- 6 Storm Giant Wanderer
- 7 Strong Current
- 8 Sunken Pirate Ship

Sea Cave

The characters find an opening that leads to a dry cave. This small cave is filled with crystals that glow with blue and purple light. Examining the crystals using a DC 15 Nature check reveals a special property of the crystal that allows it to produce breathable air. Removing the crystal will cause this property to stop working. The characters may use the cave to take a rest.

If the characters fail to reach Northkeep to save Princess Aeroniel by Day 5, she is dying and lying unconscious in this cave.

If the characters fail to reach Northkeep by Day 6, they find her dead corpse in this cave.

Sea Elf Contingent

A small contingent of 10 **Sea Elf Soldiers** riding **Giant Sea Horses** are looking for two missing princesses named Aeroniel and Cordelia. They are armed with tridents and wear armor made of sea shells. The leader of the search party is led by a **Sea Elf Captain** named Ossë.

When the contingent spots the party, they will aggressively charge towards the party and surround them. Captain Ossë will interrogate the party by asking them their names and their purpose underwater. If the characters are diplomatic with the Elves, Ossë will answer some questions preferring to talk to party members who have a race origin tied to the sea, such as fellow Sea Elves, Tritons, or Water Genasi. The sea elves do not know any information regarding to the artifact the party seeks.

The captain will ask the characters to keep their eyes opened for any signs of the missing princesses and will provide directions to Northkeep while issuing a warning against the evil Marel that live near there. This gives the party an automatic success on the next survival check needed to navigate towards Northkeep.

If attacked, the Sea Elves will fight to the death and will actively pursue anyone who tries to flee.

Shark Attack

Two **Giant Sharks** are hunting for food, they attack as soon as they see the party.

Adjusting this Encounter

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

- **Very Weak:** Remove one **Giant Shark** and decrease their HP by 26.
- **Weak:** Remove one **Giant Shark**
- **Strong:** Increase the **Giant Shark**'s HP by 24
- **Very Strong:** Add one **Giant Shark** and increase their HP by 24.

Running the Battle

The sharks prefer to target the smallest and weakest member of the group. They also like to attack the character that is bleeding the most. They employ hit and run tactics and will not stay in one spot for too long.

If a character becomes unconscious, they will drag the body away from combat and feed on them. The sharks will typically not fight to the death and will run away after they lose more than half their HP.

The players may approach this as a standard combat, a passive DC 13 Wisdom (Insight) check notices that the **Giant Sharks** are hungry. A creative player may attempt to persuade the sharks using *Speak with Animals* or bait the sharks away with food.

Shellador, the Talking Sea Shell

The character sees a giant shell on the sea floor with an equally large pearl on the inside. If a character attempts to retrieve the pearl, they are startled when the sea shell starts to talk to them. The shell is quite cross at them and starts reprimanding them for their rude behavior. If the characters manage to calm the shell down, it will introduce his name as Shellador. He will lament about his boredom and will look towards the characters to entertain him. A DC 15 Performance check will appease him, and he will offer the pearl as a gift to the players since it was bothering him anyway.

Characters may also try to attack the shell to get the pearl. Shellador is incapable of fighting back but will refuse to surrender his pearl due to the rudeness of the characters, he will then proceed to moan and cry about the evils of adventurers. He has the following stats: AC 18 and HP 150. Once he is reduced to 0 HP, the pearl is free for the taking.

XP Award

If the characters entertain Shellador successfully, award each character 200 xp.

Standing Stone

A mysterious standing stone made of obsidian stands at the bottom of the sea. The stone has no visible markings on it, but radiates Divination magic if detected. The stone radiates an aura of warmth around it that gives a slight relief to the cold waters of the sea.

If a character touches the stone they receive a small vision of the birth of said character. If the character continues to touch the stone after 1 round has occurred, the character must make a DC 25 Wisdom saving throw or gain 1 level of indefinite madness as the images of the characters' past life and future events overwhelm their mind. On a success, the character gains *Foresight* for 24 hours. When a character's madness or *Foresight* wears off, the characters will forget most of their actions during that time and have no recollection of the standing stone and what it did. Each character may attempt this only once.

When a warlock of the great old one touches the stone, they immediately recognize the power of an elder god. A legend lore spell or a DC 25 Wisdom (Insight) check only reveals the moniker of the elder god known as the Empty Lord.

D4 Madness

- 1 Unlimited Power! With this knowledge you think you know the outcome of every single event in your life and you try to convince others that all your actions are correct due to this "gift". This of course is a lie, and your arrogance will be your downfall.
- 2 Presented with all the possibilities of death, you are filled with paranoia, anything can kill you at a moment's notice. It is better to stay at home under the covers, at least there it is nice and warm, and the monsters won't try to kill you, if you're lucky.
- 3 Is there even a point anymore? Nothing anyone can do will matter in the long run, you have seen it. There is no hope.
- 4 You retreat into your mind to comprehend what you saw, you are silent and distant from everyone. You will try to comprehend the meaning of life, but it will never come.

Foresight

9th-level divination

For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

Storm Giant Wanderer

A **Storm Giant** bard name Ursa is traveling through this area. If the characters try to stop and chat, she will ask the character if they have seen or heard any information regarding the location of King Hekaton who went missing. If the characters are able to provide some information, she will thank them by giving them a gilded helmet taken from a dead orc warlord worth 50gp and immediately leave.

If the characters don't know anything about King Hekaton, she will then ask the adventurers to give her a heroic tale about themselves, so that she can add their stories to her song about her travels.

If attacked, the Storm Giant will defend herself, and will flee if near death.

XP Award

If the characters successfully tell a heroic story, award each character 200 xp.

Strong Current

A strong current sweeps the party into a random direction, the characters must make a DC 15 Strength saving throw or be swept away. On a failed save, a character is knocked into a rock, taking 20 bludgeoning damage, which then disables the collar of water breathing resulting in suffocation.

A DC 13 Intelligence (Arcana) check is needed to fix and reactivate the collar, a Rock Gnome automatically succeeds on this check. Additionally, any characters that are swept away must make a DC 13 Wisdom (Survival) check in order to find each other. A creature with natural swim speed makes this check with advantage.

XP Award

If the characters successfully survive the current, award each character 200 xp.

Sunken Pirate Ship

There is a sunken pirate ship with a treasure chest. When the party gets close to the treasure chest, a number of **Skeleton** pirates equal to twice number of player characters will animate and attack the party.

The chest is locked and will require a DC 15 Dexterity (Thieves' tools) to open it. Once opened they find a small golden statue of Lliira. The statue is cursed to be heavier than it looks. Any character that carries a part of the statue will have disadvantage on all swim checks. The statue is worth 500 gp.

Part 4. Exploring Northkeep

Estimated Duration: 120 minutes

Northkeep is divided into nine districts, seven outer districts that surround the inner ward which holds the noble district and the temple district.

After traveling from one district to another district, have the players roll a Swim Check (**Player Handout 3**).

Marel Patrol

There is a chance that the party will encounter a **Marel Patrol** whenever they enter a district. A **Marel Patrol** consists of 6 **Marel Soldiers**, 1 **Marel Priest**, and 1 **Marel Mage**. These encounters are not meant to be fought, but merely act as threats to the players. It is up to the GM to create interesting situations involving the patrol, and up to the players to solve the problem which mostly involves avoiding the patrols in the first place.

Short Rest

Players will have the opportunity to look for a dry place to take a short rest. Within these ruins pockets of air bubbles reside with special crystals that creates oxygen. In order to find these places, the party must succeed on a DC 15 Wisdom (Survival) group check. The party only has one chance to find a place to short rest per district.

Once a short rest is taken, there will be no more places in that district to take a short rest again. In addition, roll again for a chance to encounter a Marel Patrol.

1. Garden District

Located on the western side of the city, this is likely the first location that the players will enter the city from.

The great gates of Northkeep lies smashed and in ruins as you enter what was left of the sunken city. Abandoned shops and homes lay barren on both sides of the main road, and the once proud gardens of Northkeep are now destroyed and forgotten. Though a few sea-life have decided to make their homes here, there is an eerie stillness that surrounds this place.

Marel Patrol

There is a 1 out 6 chance that the party will encounter a **Marel Patrol** in this district.

Treasure

If the players search for treasure in this district they must make a DC 15 Intelligence (Investigation) group check, and on a success, they find an antique tea set hidden in an old café, worth 200gp.

Saving the Princess

If the party reaches the city within 4 days, read the next text and proceed with the encounter.

A cry of help is heard among the quietness of the forgotten streets, you see a sea elf maiden swimming for her life with the broken chains of her gaoler still attached to her wrists and ankles. Behind her you see a group of paled skin elves with tridents drawn chasing towards her. It is evident that without help she will soon be recaptured.

There are 5 **Marel Soldiers** chasing Princess Aeroniel. The princess and the soldiers are 60 feet away from the party, and do not spot the players yet. The players do not have to engage them, but the Princess will be captured within one round and taken away if the party does not intercede

Adjusting this Encounter

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

- **Very Weak:** Remove two **Marel Soldiers**
- **Weak:** Remove one **Marel Soldiers**
- **Strong:** Add one **Marel Soldiers**
- **Very Strong:** Add two **Marel Soldiers**

Running the Battle

The Marel will fight to the death and will focus targets just like how players do. If the Marel can get in range to attack spellcasters, they will do so, but they will not risk provoking attacks of opportunity to do so. On the first round of combat, one of the Marel soldiers will use one of his attacks to throw a net at the Princess and restrain her. If you think the players need a harder challenge, consider having the Marel attack her instead. She will then fall unconscious and start taking death saves.

If the party defeats all the Marel and saves the princess, she will introduce herself as Aeroniel, daughter of a sea elf king in the Moonsea. She will explain that both she and her sister was captured and taken to their base. She managed to escape her gaolers, but her sister is still captured. She will

ask the party to rescue her sister whose last known location was in an old bath house in the Artisan District.

2. Northkeep Garrison

There is nothing here.

A large crater has destroyed this whole entire district. There is nothing left here, except for the grim reminder of the vengeance of Grummsh.

Marel Patrol

There are no **Marel Patrols** in this area.

Treasure

If the players search for treasure in this district they must make a DC 15 Intelligence (Investigation) group check, and on a success, they find absolutely nothing, as everything has been decimated.

3. Market District

This district once housed many market stall and shops. It also includes access to the harbor district, now destroyed and the great lighthouse of Northkeep.

Marel Patrol

There is a 1 out 12 chance that the party will encounter a **Marel Patrol** in this district.

Treasure

If the players search for treasure in this district they must make a DC 15 Intelligence (Investigation) group check, and on a success, they find an antique coin worth 300gp to a collector and 2 potions of greater healing that is way past its sell by date, but surprisingly still works.

Bell in the Depths

The Lighthouse is the tallest building in Northkeep. It once housed a powerful lantern at the top of it that could be seen from all the way across the bay. This is also the location of the infamous Bell in the Depths.

As you approach the lighthouse, a loud bell tone emits from the top of the tower. The noise lasts for a few seconds, and then fades, returning to the stillness of the sea from before. Inside the tower, you find an old lighthouse keeper with his hand beside a rope.

The lighthouse keeper's name is Pharos. He takes the statistics of a **Ghost** but does not attack the players on sight.

The players might try to reason with Pharos to stop the ringing of the bell. His only reason for staying in this world is so that people will always remember the tragedy in Northkeep as long as the bell rings.

If the players temper the bell in anyway, he will attack them.

4. Artisan District

This district belonged to the many artisans that once lived in Northkeep.

Marel Patrol

There is a 1 out 10 chance that the party will encounter a **Marel Patrol** in this district.

Treasure

If the players search for treasure in this district they must make a DC 15 Intelligence (Investigation) group check, and on a success, they find 200gp worth of art objects.

Saving the Other Princess

Princess Cordelia is located in a bath house in this district. She is chained to the wall and a **Marel Priest** along with **5 Marel Soldiers** are here conducting a dark ritual.

Adjusting this Encounter

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

- **Very Weak:** Remove two **Marel Soldiers**
- **Weak:** Remove one **Marel Soldiers**
- **Strong:** Add one **Marel Soldiers**
- **Very Strong:** Add two **Marel Soldiers**

5. University District

Many large university buildings make up this districts with forum areas, observatories, and laboratories littered throughout.

The once visited halls of learning our now empty. Years of knowledge, now lost to antiquity. Truly this is a monument to ignorance.

Marel Patrol

There is a 1 out 6 chance that the party will encounter a **Marel Patrol** in this district.

Treasure

If the players search for treasure in this district they must make a DC 15 Intelligence (Investigation) group check, and on a success, they find an intact scroll case worth 150gp to a collector.

The Great Library

Marble steps lead up to the entrance of this building. The entrance is flanked by several beautifully carved columns now holding up what is left of the roof. As you enter the library, you see shelves of waterlogged books long destroyed by fire and water. A large part of the ceiling has now caved in destroying most of the second floor and leaving a large hole opened to the sky above.

If the players search about, they see a great seal near the entrance of the library.

If the players reach this area by the fifth day and it is night time, the moon light will shine upon the great seal revealing some words written in the Hamarfae script.

Those who seek knowledge and guard it from its misuse, present your devotion and ready your mind.

A character who understands Elvish may attempt a DC 13 Intelligence (History) check to translate this message, High Elves automatically succeed on this check.

If the players reach this area by the seventh day and it is night time, the words will be barely visible and a DC 13 Wisdom (Perception) check will be required to find it.

If the players reach this area after the ninth day and it is night time, the words will be extremely difficult to see, and a DC 15 Wisdom (Perception) check will be required to find it.

If the players reach this area after the tenth day, the words will be impossible to see.

As you place the medallion into the seal, a mechanical rumbling can be heard from below, the floor begins collapse on itself and a large domed cylinder immerses from the floor. A door opens as it reaches the surface, revealing an empty room with a small button inside.

When the party enters the room, and presses the button the door will close. Proceed to Part 5. The Vault.

6. Craftsman District

The Marel have made this part of the city their home.

Soft glowing lights cover the entirety of this part of the city. Large domed structures with a different architectural style to the rest of the city, lie imbedded within the old ruins of Northkeep. Marel patrols are frequent in this area, while the old craft houses of Northkeep are now inhabited by the Marel and their slaves.

Marel Patrol

Players will always encounter a **Marel Patrol** in this district.

Treasure

If the players search for treasure in this district they must make a DC 15 Intelligence (Investigation) group check, and on a success, they find a mastercrafted dagger worth 200gp.

7. Residential District

The Marel have made this part of the city their home.

Soft glowing lights cover the entirety of this part of the city. Large domed structures with a different architectural style to the rest of the city, lie imbedded within the old ruins of Northkeep. Marel patrols are frequent in this area, and there are many Marel families inhabiting this area with their children. Here you also grotesque alters, with sacrifices dedicated to Umberlee.

Marel Patrol

Players will always encounter a **Marel Patrol** in this district.

Treasure

If the players search for treasure in this district they must make a DC 15 Intelligence (Investigation) group check, and on a success, they find an antique doll worth 200 gp.

8. Noble District

Nobles and high-end shops lived in this district, it was also the center of government for the rest of the city. Outside the city hall lies a large silver arch that serves as a permanent teleportation circle for the city.

Marel Patrol

There is a 1 out 8 chance that the party will encounter a **Marel Patrol** in this district.

Treasure

If the players search for treasure in this district they must make a DC 15 Intelligence (Investigation) group check, and on a success, they find a silver and diamond necklace with a large heart shaped blue diamond worth 400gp.

Ghostly Survivors

As the characters enter the now ruined town hall, they are greeted by a multitude of ghostly survivors from the time of the sinking of Northkeep. Seeing intruders disturbing their rest four **ghosts** dressed in soldier's uniform charge up to attack the characters while the rest of the ghosts cower behind the ruined furniture. Upon seeing the party, the leader of the group named Lysander will cry out, "For Northkeep, Grumsh will never win this city as long as we keep fighting!"

Adjusting this Encounter

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

- **Very Weak:** Remove one **Ghost** and decrease their HP by 15 and reduce their attack damage by 7.
- **Weak:** Decrease the **Ghosts'** attack damage by 7
- **Strong:** Add one **Ghost**
- **Very Strong:** Add two **Ghosts**

Running the Battle

The attacking foes are lawful good ghost soldiers of Northkeep that were trapped on the material plane. They attack the party, because they think they are still fighting a war against the invaders from 1000 years ago. The soldiers will focus their attacks on Orc characters or other monstrous races such as goblins. The ghosts will immediately stop attacking, if a character attempts to parlay with them. If the soldiers are slain, the rest of the ghosts in the room will run away.

- The ghosts are not affected by any penalties for being underwater.
- The ghosts do not use their Horrifying Visage or Possession feature since their alignment is good.
- The ghosts cannot use Etherealness

The players may approach this as a standard combat encounter or decide to persuade the ghosts to stand down. If the latter is chosen, the ghosts will ask the players to help them put their souls to rest.

A special burial ritual can be discovered with a DC 15 Intelligence (Religion) check. Any character that has a background that involves burial rituals, such as an acolyte or undertaker has advantage on this check. A cleric that worships any good or neutral aligned god automatically succeeds on this check.

In addition, any character that worships Selune gains Inspiration, as a beam of moonlight shines upon them when the ritual is completed.

After the ritual is complete, Lysander will thank the characters, and instruct them to head to the temple.

9. Temple District

The Temple District sits in the center and at the highest peak of the city. It is relatively untouched by the ruins of the city.

Two gigantic statues sit inside this open topped temple. In the center sits an ageless bearded man on a throne with a plaque underneath stating, "Our Lord who Watches". To the right of the him is

a beautiful woman whose plaque reads, “Our Lady of Silver”. Straight across from the woman, and to the left of the man, is an empty pedestal whose plaque reads, “Nevermore.”

A DC 15 Intelligence (Religion) check identifies the woman to be Selune, the patron goddess of Northkeep.

A DC 18 Intelligence (Religion) check identifies the man to be Ao, the Overgod creator of Realmspace.

A DC 15 Wisdom (Insight) check reveals the empty pedestal once had a statue of Shar.

Selune’s Gift

If the characters helped put the ghosts to rest in section 8. Noble District. A glowing lantern will be found in the middle of the temple. This common magic item is called the Last Light of Northkeep (Candle of the Deep). This crystal lantern has patterns of stars etched all over it. The flame of this lantern is not extinguished when immersed in water. It gives off light and heat like a normal lantern. With the blessing of Selune, this lantern never runs out of fuel.

Marel Patrol

There are no **Marel Patrols** in this area.

Treasure

There is nothing of value in this area.

Part 5. The Vault

Estimated Duration: 30 minutes

The Vault is enchanted with a permanent anti-magic field that effects anything that is not part of the vault. The adventurers will need to navigate through the puzzles to get to the artifact that they seek. Since no magic or magic items work here, the players must use their cunning and wits to solve them.

The First Puzzle

The door slides closed, and the room starts to shake as a feint mechanical sound hums in the background. After a few minutes, the shaking stops and the water starts draining out of the floors. The door slides open revealing a small room with a wooden writing desk and a dead potted plant on the side. The far wall has five symbols etched on the wall with four bowls attached to the top four symbols.

The five symbols represent the five elements of Earth, Air, Fire, Water, and Aether. **(Player Handout 4)** In order to solve this puzzle, the players must put the corresponding items into the bowls and activate the Aether symbol with their hand. The bowl for Air should be left empty, as the whole room is already filled with Air. There are many solutions for this puzzle if the players are stuck on the requirements for fire. A DC 12 Wisdom (Survival) reveals that quartz, steel and a bit of the frayed rope will help start a fire.

A DC 15 Intelligence (Alchemist Tool) check is required to interpret the symbols. Characters with the Sage background, Alchemist Tool Proficiency, or Transmutation Wizards automatically recognize the symbols.

The Desk contains an alchemy book with a steel bookmark, a small candle on a holder, a frayed piece of rope with a quartz attached to it, and an empty ink bottle.

A character that reads the book must succeed on a DC 10 Intelligence (Investigation) check to understand the book. The book contains several basic alchemical principles. The bookmarked page describes one such principle called the Archimedes Principle.

Once all the corresponding items are put in the bowl and the button pressed. The wall will slide up revealing a hallway.

The Second Puzzle

The hallway leads out to a large room with a 100 feet wide pit in the middle, and an opening to the other side. The pit is far too wide to jump across and falling in the pit may prove fatal. However, on your immediate side of the room, you see seven pedestals with glass canisters on top of it with seven different metals. You also see a large balance scale and a tub of water next to it.

In order to solve this puzzle, the players must rearrange the canisters in the right order from the least dense metal to the densest metal. All the metals weigh the same, however with the help of the tub of water, they can find the volume of the metal and inversely the density. The players need to only understand the concept to solve the puzzle in order to pass. $Density = Mass/Volume$.

All canisters can be removed and opened to reveal the metal inside, except for mercury which is stuck on the sixth pedestal.

A DC 10 Wisdom (Perception) or a DC 10 Intelligence (Investigation) check reveals that the tub of water has little markings on the side of it, indicating that this is used for some type of measurement. They also notice that each pedestal is marked with a number from one to seven.

A DC 15 Intelligence (Nature) check reveals the metals in the container as lead, tin, iron, gold, copper, mercury, and silver. A Dwarf automatically succeeds on this check.

A DC 15 Wisdom (Insight) check reveals that the canisters need to be put in order from least to greatest.

A DC 18 Intelligence (Alchemist Tool) check reveals the answer to the puzzle. Characters who read the chemistry book in the last room and succeeded on a DC 10 Intelligence (Investigation) check automatically solve the answer.

Once the canisters are put in the right place, a stone bridge will slide across the room to the opening on the other side.

The Final Puzzle

The hallway ends in a square room with a silver box placed on a pedestal and a large iron statue watching over it.

When the adventurers step into the room.

As you reach for the box, the eyes of the iron statue open and springs to life as it begins to speak. "I knew you would come. I am the last of three guardians who was tasked to guard this secret relic. I was chosen, because I was the bravest and most worthy; the honor was mine until such time when another would come to reclaim the relic. But, before you can proceed, you must prove your worth."

The Guardian will ask the adventurers a question. This section depends on how thoughtful a player answers the question, there is no real right or wrong answer, but the Guardian is looking for people with righteous intentions. Some questions may include:

- Is knowledge inherently good or evil?
- Does good and evil exist? And if so what defines such things?
- Is it better to tell the truth knowing that it will cause suffering, or lie to maintain blissful ignorance?
- Is there such thing as a universal truth, or is everything relative?
- Is there a meaning to life? And if so what is it?
- Do we have free will, or are we merely bound by fate or our creators?

The Guardian uses the same stats as an **iron golem** with the following changes:

- The Guardian has an Intelligence and Wisdom of 20
- The Guardian can read, speak and understand any spoken language it can hear and see.
- The Guardian loses the following immunities: fire, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine.
- The Guardian loses the ability of Fire Absorption.
- The Guardian loses the action of Poison Breath

A Golem with a Soul

The Guardian has been keeping watch for nearly 1000 years now since the fall of Northkeep. Created by master artificers utilizing the combination of Dwarven and

Gnomish crafts, and utilizing alchemy to breathe life into a hunk of metal, this rare golem was given a soul. Similar to the Warforged of the Eberron setting, this golem experiences emotions, and is extremely intelligent and wise due to his upbringing around multiple alchemists and sages. In his 1000 years of existence, he has contemplated on the meaning of life and existence itself. During his watch, he experienced loneliness and sadness, which led to anger and frustration about his situation. He left the library once during this period, but when he saw the destruction of his city and the Marelts that threatened to take over it, he returned to fulfill his duty, as an act of defiance against the evils of the world, and in memory of those who perished. Within the last hundred years, he learned to pacify the internal struggles within himself and has reached the status of what monks would call, enlightenment.

"And with that my charge is done. Keep it safe, keep it hidden. Use it for good, never for evil. There are some in this world who will abuse its power, and create untold suffering. Let them never even gaze their eyes upon it, for a mere sight is enough to fill their heads with malicious intentions." He then pauses and smiles. "Thank you once more, my friends. I go now to my long-awaited rest." The golem keels to the ground and shuts his eyes. The faint mechanical rumbling stops as his now lifeless remains kneels motionless on the ground.

Opening the Box

Some adventurers might disregard the Collector's word and will attempt to open the box. A DC 25 Intelligence check is needed to open and close the box. A Rock Gnome has advantage on this check. The box is empty.

Conclusion

The party takes the artifact back to The Collector, and he pays all of them the agreed sum. He will then present to them an elvish longsword as an additional token of gratitude if the box is unopened.

If the characters, ask to see what was in the box:

The old man slides his hands over the silver box and begins to tinker with it, flipping the box on all sides until suddenly there is a soft unlatching noise. The top of the box opens revealing an empty container. The old man places the box on the table and says to you, "In truth, I have taken what was in it centuries ago. I only sent you there to help an old friend of mine."

If questioned what was in the box:

The old man looks at you with his bespectacled face, "If you haven't figured out what was in it by now, then it wouldn't be fitting for me to tell, would it? After all, some secrets should still be kept."

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Ghost	1,100
Giant Shark	1,800
Giant Sea Horse	100
Marel Mage	2,300
Marel Pirate	700
Marel Priest	1,800
Marel Soldier	700
Sea Elf Captain	5,000
Sea Elf Soldier	700
Skeleton	50
Storm Giant	10,000
The Guardian	15,000

Non-Combat Awards

Task or Accomplishment	XP Per Character
Entertain Shellador	200
Recite a heroic tale	200
Survive a dangerous current	200

The **minimum** total award for each character participating in this adventure is 4,500 **experience points**.

The **maximum** total award for each character participating in this adventure is 6,000 **experience points**.

Treasure

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

Treasure Awards

Item Name	GP Value
The Collector's Reward	300 per person
Giant Pearl	200

Gilded Helmet	50
Statue of Lliira	500
Antique Doll Collection	200
Antique Coin	300
Antique Tea Set	200
Antique Scrollcase	150
Art Objects	200
Diamond Necklace	400
Mastercrafted Dagger	300

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

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

Elven Blade of the Third Age (+2 Longsword)

Weapon (longsword), rare

This curved, single-bladed, hand-and-a-half elven blade is made with a rare alloy containing both mithril and steel. Forged during the third age by the elves of Illefarn, this blade was a favoured weapon for elven Warblades and Bladesingers who long battled their ancient foes, the orcs. Due to the mithril found in the blade, the longsword weighs half as much as a regular longsword. In addition, the blade glows with a cold blue light when Orcs and Goblins are within 300 feet of it.

Last Light of Northkeep (Candle of the Deep)

Wonderous item, common

This crystal lantern has patterns of stars etched all over it. The flame of this lantern is not extinguished when immersed in water. It gives off light and heat like a normal lantern. With the blessing of Selune, this lantern never runs out of fuel.

Potion of Water Breathing

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

Potion of Greater Healing

Potion, rare

This item can be found in the *Dungeon Master's Guide*.

Renown

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

DM Reward

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

Appendix: Monster/NPC Statistics

Marel Mage (Mage)

Medium humanoid (elf), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Aquan, Elven

Challenge 6 (2,300 XP)

Fey Ancestry. The marel has advantage on saving throws against being charmed, and magic can't put them to sleep.

Amphibious. The marel can breathe air and water.

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared.

Cantrips (at will): dancing lights, mage hand, mending, ray of frost, shocking grasp
1st level (4 slots): mage armor, magic missile, shield
2nd level (3 slots): blindness/deafness, gust of wind
3rd level (3 slots): counterspell, dispel magic, lightning bolt
4th level (3 slots): greater invisibility
5th level (1 slot): cone of cold

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Marel Pirate (Swashbuckler)

Medium humanoid (elf), chaotic evil

Armor Class 17 (shell armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Perception +4, Persuasion +6

Senses darkvision 120 ft., passive Perception 14

Languages Aquan, Elven

Challenge 3 (700 XP)

Fey Ancestry. The marel has advantage on saving throws against being charmed, and magic can't put them to sleep.

Amphibious. The marel can breathe air and water.

Lightfooted. The marel can take the Dash or disengage action as a bonus action on each of its turns.

Suave Defense. While the marel is wearing light armor or no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Multiattack. The marel makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Marel Priest (Kraken Priest)

Medium humanoid (elf), chaotic evil

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

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

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 15

Languages Aquan, Elven

Challenge 5 (1,800 XP)

Fey Ancestry. The marel has advantage on saving throws against being charmed, and magic can't put them to sleep.

Amphibious. The marel can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: command, create or destroy water

3/day each: control water, darkness, water

breathing, water walk

1/day each: call lightning, Evard's black tentacles.

Actions

Thunderous Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. Hit: 27 (5d10) thunder damage.

Voice of Umberlee (Recharges after a Short or Long Rest). Umberlee speaks through the priest with a thunderous voice audible within 300 ft. Creatures of the priest's choice that hear the Umberlee's words (which are spoken in Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Marel Soldier (Bandit Captain)

Medium humanoid (elf), chaotic evil

Armor Class 15 (shell armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

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

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

Skills Athletics +4, Deception +4, Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Aquan, Elven

Challenge 2 (450 XP)

Fey Ancestry. The marel has advantage on saving throws against being charmed, and magic can't put them to sleep.

Amphibious. The marel can breathe air and water.

Actions

Multiattack. The marel makes two spear attacks. If it has a dagger drawn, it can also make a dagger attack.

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

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Net. Ranged Weapon Attack: +5 to hit, range 5/15 ft., one target. If the target is a Large or smaller creature, it is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Giant Shark

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Giant Sea Horse

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d10)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Charge. If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater.

Actions

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

Sea Elf Captain (Champion)

Medium humanoid (elf), lawful good

Armor Class 18 (shell armor)

Hit Points 143 (22d8 + 44)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Aquan, Elven

Challenge 9 (5,000 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put them to sleep.

Amphibious. The elf can breathe air and water.

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The elf makes three attacks with its trident.

Trident. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, plus 7 (2d6) piercing damage if the elf has more than half of its total hit points remaining.

Sea Elf Soldier (Veteran)

Medium humanoid (elf), lawful good

Armor Class 17 (shell armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 30 ft.

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

Skills Athletics +5, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Elven

Challenge 3 (700 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put them to sleep.

Amphibious. The elf can breathe air and water.

Actions

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

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

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

Actions

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

Storm Giant

Huge giant, chaotic good

Armor Class 16 (scale armor)

Hit Points 230 (20d12 + 100)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9

Skills Arcana +8, Athletics +14, History +8, Perception +9

Damage Resistance cold

Damage Immunities lightning, thunder

Senses passive Perception 19

Languages Common, Giant

Challenge 13 (10,000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic, feather fall, levitate, light*
3/day each: *control weather, water breathing*

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5-6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Ghost

Medium undead, neutral

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 +3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

The Guardian (Iron Golem)

Large construct, unaligned

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons.

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

Senses darkvision 120 ft., passive Perception 10

Languages All

Challenge 16 (15,000 XP)

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

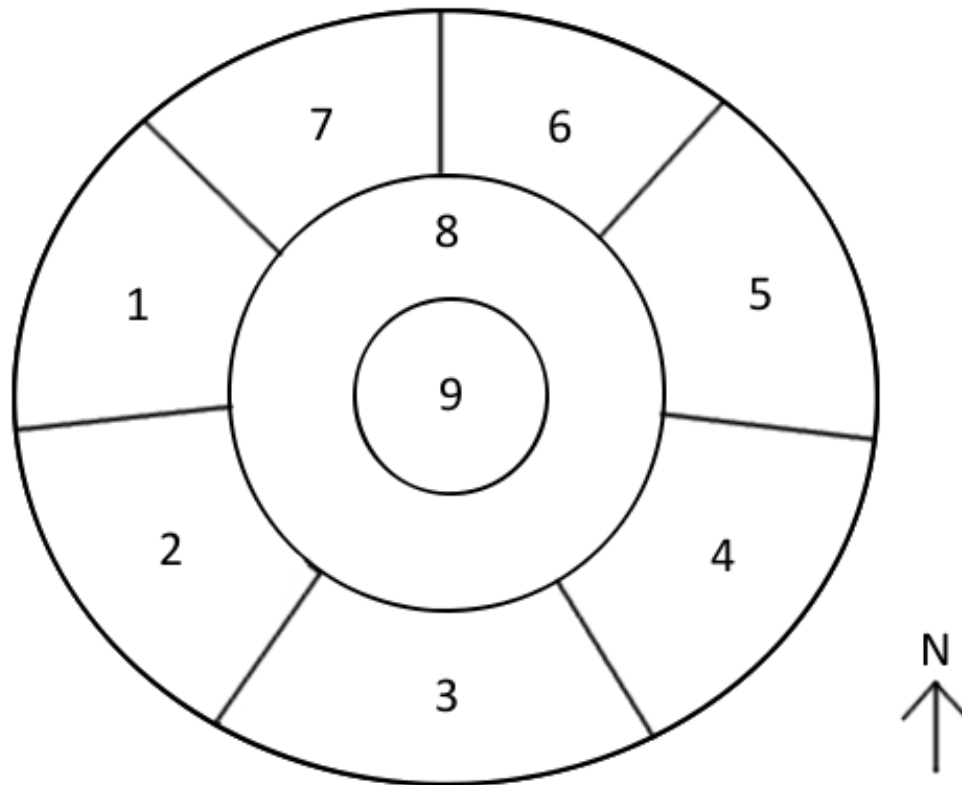
Actions

Multiattack. The golem makes two melee attacks.

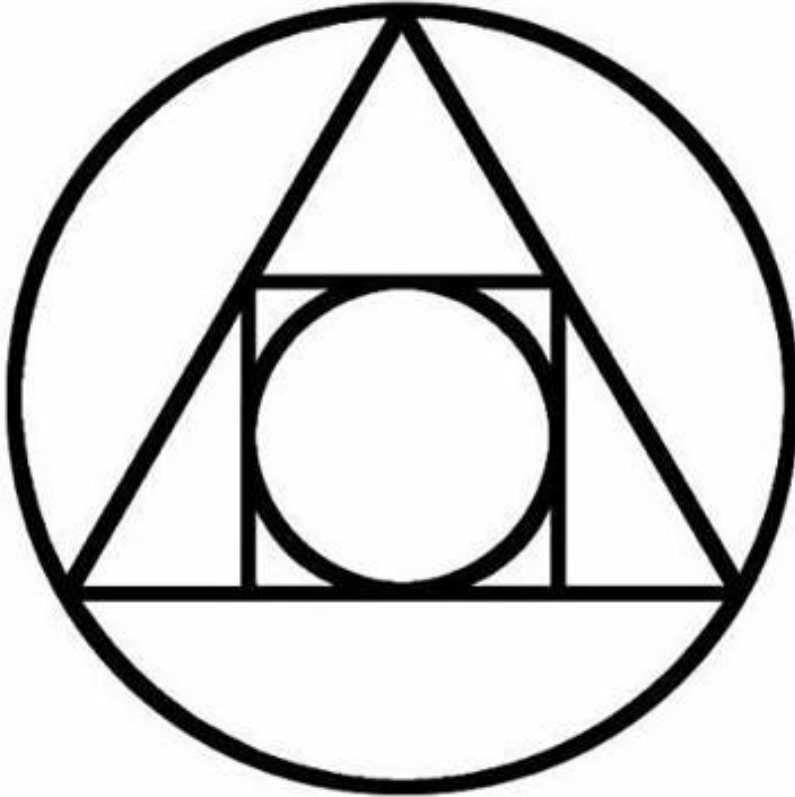
Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Sword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit 23 (3d10 + 7) slashing damage.

Appendix. Districts of Northkeep



Player's Handout 1



Player's Handout 2

Collar of Waterbreathing

While wearing this collar underwater, you can speak its command word as an action to create a bubble of air around your head. It allows you to breathe normally underwater. This bubble stays with you until you speak the command word again, the collar is removed, or you are no longer underwater.

Additionally, the wearer of the collar may speak and hear through water normally.

Player's Handout 3

Underwater Combat

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

Swim Check

After swimming for 15 minutes, a character must succeed on a DC 10 Constitution saving throw or gain one level of short-term exhaustion. The DC increases by 1 for every consecutive check after the first. The DC resets to 10 after a short or long rest.

- Creatures with natural swim speed do not need to make this saving throw if they are not wearing armor or clothing not suitable for swimming.
- Creatures with swim speed granted by magic make this saving throw with advantage if they are not wearing armor or clothing not suitable for swimming.
- Creatures who have immunity or resistance to cold or are naturally adapted to cold climates make this saving throw with advantage if they are not wearing armor or clothing not suitable for swimming.
- Creatures who are wearing armor or clothing not suitable for swimming such as robes or heavy clothes have disadvantage on this saving throw.

Short-Term Exhaustion

Swimming underwater in the cold depths for long periods of time can lead to a special condition called short term exhaustion. Short-term exhaustion is measured in six level and stacks with regular exhaustion.

Level Effect

1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if the creature's exhaustion level is reduced below 1.

Finishing a short rest reduces a creature's short-term exhaustion level by 1. Finishing a long rest removes all levels of short-term exhaustion, provided that the creature has also ingested some food and drink.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

Player's Handout 4

