

CCC-ALMOG-27 DAGON01-02



Cove of Fallen Souls

The Jade Curse Part 2



When a demon lord rises beneath the town of Bellview, adventurers must delve through lost sea caves and depths unknown to track this monster's descent. Will they arrive in time to save its

latest victims or be consumed by the Lord of the Deep himself?

A Two-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

Background

During the events of DAGON01-01, a cult of sahuagin worshippers of **Dagon**, in league with Emerald Enclave member Cera Kamalla, successfully used a **Jade Shard** in a ritual to summon an aspect of Dagon, an enormous **Kraken**, into the sea caves beneath the coastal town of **Bellview**. While characters were able to escape with their lives and defeat the leader of the sahuagin cult, The Flagellant, many sahuagin, as well as the kraken, escaped into the caverns beneath Bellview, collapsing tunnels in their wake. As the kraken descended into the depths of the Underdark, it found a village of kuo-toa, who welcomed it as their one true God. The kuo-toa have begun capturing individuals, including several sahuagin cultists and Underdark denizens, to sacrifice to the kraken.

Meanwhile, the remaining ghosts of the crew of the pirate ship Audacity hide in their safehouse beneath Bellview, hoping to escape their infernal curse.

The Jade Shard was once part of a jade statuette of Dagon, found in DDAL01-02 Secrets of Sokol Keep. The statuette was broken apart, and its shards were sold by adventurers. These shards, imbued with Dagon's power, have spread across Faerun and are beginning to cause problems throughout the region.

Episodes

The adventure is spread over three to five episodes that take approximately two to four hours to play. These episodes are initially introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: Dagon Rises.** Deacon Walter Grantham and Kek'kishka approach the characters and recruit them to locate the kraken beneath Bellview. This is the **Call to Action**.
- **Episode 2: Pirate Safehouse.** The characters search for the entrance to the sea caves. Once inside, they explore the safehouse of the crew of

the Audacity, in search of a way deeper underground. This is **Main Objective A**.

- **Episode 3: Descent Into Madness.** The characters locate the kraken in an underground lake next to a kuo-toa village. They must rush to save the kuo-toas' captives before they are sacrificed to the kraken. This is **Main Objective B**.

Bonus Objectives

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement checkpoints** (but no treasure checkpoints) in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: A Pirate's Life For Me.** The characters interact with the haunted crew of the Audacity. They must either help the crew consecrate an altar to Umberlee or fight the ghostly crew. This bonus objective is found in **Appendix 3: A Pirate's Life for Me (Bonus Objective A)**.
- **Bonus Objective B: A Risky Rescue.** When characters discover another group of captives in the kuo-toa village, characters must race to help them escape while the kraken attacks the village. This bonus objective is found in **Appendix 4: A Risky Rescue (Bonus Objective B)**.

Episode Sequence

Depending on your time constraints, and play style and environment, this adventure will take approximately two to four hours to play.

How Will You Play?

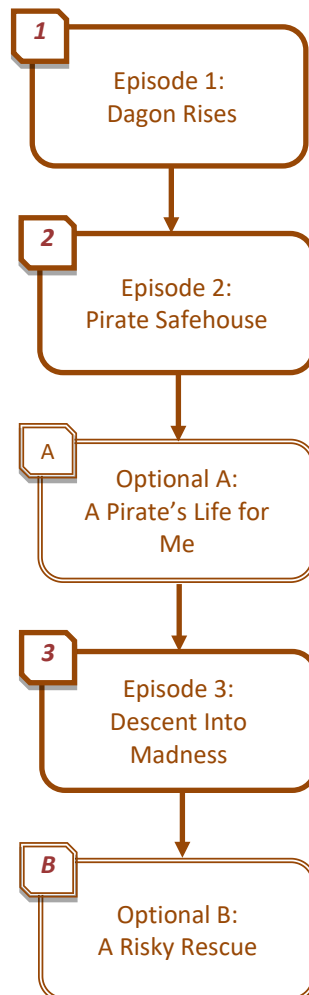
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order. However, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

Episode Flowchart

This section provides a basic understanding of not only the flow of the episode but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Dagon Rises (Call to Action)

Estimated Duration: 15 minutes

Scene A. Call to Action

Characters visit the coastal town of Bellview, where they interact with Kek'kishka the Third of Scale, a sahuagin ex-cultist of Dagon who was rescued from the caverns beneath Bellview during DAGON01-01. If characters participated in DAGON01-01 and Kek'kishka did not survive, they speak with Deacon Walter Grantham.

Bellview at a Glance

Built on a rocky outcropping, this little town has been rather uneventful until Deacon Walter Grantham returned from an adventure on Thorn Island, which is also located in the Moon Sea.

Bellview Statistics

This area features:

Terrain. A large, rocky outcropping called Shark's Horn is surrounded by sugarcane fields. Most of the trees are wet and rotten. A series of caves stretch deep beneath Shark's Horn.

Settlement. Docks and warehouses flank the beaches on either side of Shark's Horn, which gives enough solid ground to support structures. A few small businesses and homes hug the coastline. Pig and cattle farms cover most of the land radiating away from Shark's Horn.

Economy. Bellview's economy is supported mostly by sugar and rum exports harvested from the sugarcane fields, but pork and cattle play key parts as well. The Zhentarim tax all exports and extort a meager protection fee.

People. 90% human, 5% half-orcs, 5% other races. 350 residents. Mostly commoners with a few artisans, Bellview citizens are insular, rarely interacting with anyone outside their town aside from sailors and merchants. Due to Dagon's magic in the cistern below, the citizens are physically transformed and occasionally speak Abyssal. The same curse has sparked a sudden increase in human sacrifice. (See Dagon: The Curse Over Bellview sidebar).

Religion. Umberlee is the one true deity for Bellview. The citizens believe she allows sugarcane to grow, so they routinely offer crates of refined sugar and casks of rum to her by dumping it into the sea. They worship Umberlee in the cistern beneath Bellview. The citizens are misinterpreting Dagon's influence beneath them as signs from Umberlee.

Deacon Walter Grantham

A human male in his late 50s who is the head of Umberlee's cult in Bellview and a figurehead town leader. After the events of DAGON01-01, he is alerted to the presence of a kraken in the caves beneath the town and asks characters to help investigate the matter.

Kek'kishka the Third of Scale

A sahuagin ex-cultist of Dagon who was rescued from the caverns beneath Bellview during DAGON01-01. Kek'kishka details to characters the rise of the kraken, which is an aspect of Dagon: Cera Kamalla, a druid of the Emerald Enclave, sought the help of a Dagon-worshipping cult of sahuagin. Together, they performed a ritual to bring the kraken into the world, using a powerful Jade Shard with ties to Dagon. Now, the kraken has escaped into the caverns beneath Bellview.

DAGON: THE CURSE OVER BELLVIEW

A fish-like demon lord from the 89th plane of the Abyss, Dagon resides outside the Material Plane, preparing for his attack on the physical world. A deity venerated by sahuagin, kuo-toa, krakens, and hags, this entity will bring havoc if allowed to manifest in a physical form. With his Jade Shard weakening the barrier between the 89th plane of the Abyss and the Material plane, Dagon is answering Cera Kamalla's call, obliging her desire to be a host for his kraken form.

The jade shard and the sahuagin cult's influence over it have caused Bellview's citizens to mutate. Their skin is smoother, slightly oily, and their pupils take up most of their eyes—similar to a fish. They are also increasingly insular and territorial, goaded by the statue's evil tendencies combined with their own affiliation to Umberlee.

Additionally, many citizens are hearing voices while they sleep. These messages are actually Abyssal summoning prayers from the sahuagin to Dagon. The townsfolk misinterpret these messages as signs from Umberlee, thinking they must conduct animal sacrifices in addition to their regular offerings of sugar and rum. Hearing enough of these prayers gives them a small familiarity with the Abyssal language. Lately Dagon's curse on the town has caused the citizens to sacrifice not only animals but the occasional person as well.

Call to Action

- The objective of this adventure is to locate the kraken and help its captives escape.

Episode 2: Pirate Safehouse (Story Objective A)

Estimated Duration: 60 minutes

Setting Description

In this episode, the characters locate an entrance and explore the sea caves beneath Bellview. As characters explore the caves, they discover its history as a pirate safehouse and the pirates' connection to Umberlee. Meanwhile, the ocean tide continues to rise, threatening to flood the cavern system and trap the characters within.

Prerequisites

Characters must complete the Call to Action before beginning this episode.

Objectives

The objective of **Story Objective A** is to locate an entrance and explore the sea caves beneath Bellview.

Scene A. Sea Cave Entrance

There are two possible entrances to the underground sea caves located beneath Bellview. The characters' interaction with NPCs and/or their exploration of the shoreline will determine which entrance they use.

Option A: Underwater Entrance

If characters interact with **Big Sam**, he will inform them of a tunnel entrance in the Moonsea beneath Shark's Horn that opens up into a series of sea caves beneath Bellview. While Big Sam has not entered the tunnel himself (it's too narrow for his large size), he has seen sahuagin coming and going from the exit. He ambushed and killed a group of these sahuagin a tenday ago and has not seen any in the area since.

Creatures/NPCs

Drawn by the jade shard's power, **Big Sam** is a massive, scar-covered **giant shark** with the following changes:

- The spell awaken has been cast on him.
- His Intelligence score is 10.
- He knows Common.
- He is immune to the **sahuagin's** Shark Telepathy ability.

Objectives/Goals. Big Sam is an agent of Umberlee, sent by the clerics of The Last Drop in Mulmaster to investigate the presence of "a godly parasite" growing near Bellview. After the events of DAGON01-01, this parasite (the Jade Shard incubated by Cera Kamalla) gave birth to a kraken aspect of Dagon after a sahuagin-led ritual in the caverns beneath Bellview. While Big Sam is unaware of these events that just occurred, he is will gladly provide directions to the characters if they inform him of the situation.

What Does He Know? He knows that a group of sahuagin led by "the Flagellant" live beneath Bellview. He has killed several of them, causing them to stay cooped up in their lair.

Area Information:

This area features:

Dimensions & Terrain. This underwater tunnel begins 25 feet below the surface of the Moonsea, situated almost directly below Shark's Horn. It is a 5-foot wide tunnel, carved into the stone, which stretches 90 feet into the earth before surfacing in a pool within the sea caves (**Scene C**). The winding tunnel is entirely underwater, with walls of rough-hewn stone. A **DC 11 Mason's Tools Check** reveals the tunnel is at least 100-400 years old and hand-carved with rough tools.

Lighting. The light at the seaside entrance of the tunnel is dim, from light filtering down from the sun, but quickly shifts to darkness further into the tunnel. The pool on the other side is inside of a dark cavern.

Traversing the Tunnel. Refer to the *Player's Handbook* for rules on swimming. Moving at 15 feet per round, it will take 13 rounds (78 seconds) to traverse the tunnel. Because a creature can hold its

Playing the Pillars

COMBAT

While characters search for an entrance to the caves, they easily spot a group of 4 **giant crabs** walking along the shoreline. The crabs have taken up residence in the seashore cave entrance and attack.

EXPLORATION

Characters may explore the coastline in search of an entrance. A **DC 10 Perception or Investigation** check locates a dozen gold-painted coins scattered among the rocks near the coastline entrance.

SOCIAL

Characters may speak with Big Sam, Kek'kishka or the Halfsail children to locate an entrance to the sea caves.

breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds), it is likely most characters will be able to swim the length of the tunnel without the need for water breathing or other spells. Remember that a character can use the Dash action to travel further. However, the tunnel winds and characters cannot see to the other side, so they will not know initially how long the tunnel is.

Option B: Shoreside Entrance

If characters speak with **Kek'kishka**, the traumatized **sahuagin** ex-cultist they may have rescued at the end of DAGON01-01, he tells them of another entrance to the sea caves a half mile along the coast of the Moonsea, to the west of Shark's Horn. The sahuagin never explored the area, but Kek'kishka saw sunlight streaming into the tunnels in that area, and expects that there must be an entrance somewhere along the shore.

If Kek'kishka did not survive DAGON01-01 or characters ask NPCs around the village for the location of an entrance, they are likely to encounter **Ginny Halfsail**, who runs Bellview's only inn (Halfsail House). Ginny's two spirited younger siblings, **Regina** and **Max** (10 and 8 years old, respectively), often left to entertain themselves while Ginny is working, have spent significant time playing on the shoreline. They found a handful of gold-painted copper coins among the rocks (near the entrance of the sea caves), though they have not discovered the entrance itself. A **DC 12 Persuasion Check**, the gift of a small bauble, or an entertaining performance convinces the children to tell characters where they found the coins. A **DC 12 Insight Check** reveals that Regina seems ill at ease. If asked, she tells characters that she heard strange, echoing voices coming from the bluff near the shore. They haven't played in that area since.

The Coins. These coins were washed out of the false treasure room in Scene E of the sea caves. A **DC 10 Investigation Check** reveals the coins are copper and covered in flaking golden paint. Each coin is embossed with a sea creature (octopus, shark, sea horse, dolphin, etc.) on one side and the word *Audacity* on the other. A **DC 11 History Check** reveals the Audacity was a pirate ship, famous in the Moonsea around 50 years ago, which vanished without a trace. The crew of the Audacity was known for their cruelty, pillaging villages and tormenting villagers for fun. A **DC 14 History Check** reveals the captain of the Audacity was Reeve Sar Testain.

Area Information:

This area features:

Dimensions & Terrain. A sandstone bluff abuts the rocky shoreline. A 10-foot long crack in the rough, sandstone wall opens up into the sea cavern system (**Scene B**). A rocky beach stretches 10 feet to the water at low tide, where waves chop against the shoreline. Characters can locate the entrance to the cave with a successful **DC 10 Perception Check** or after searching the beach for 30 minutes. A **DC 10 Investigation Check** locates a dozen copper coins, painted gold, scattered among the rocky shore near the entrance. A **DC 12 Arcana Check** reveals traces of Abjuration and Illusion magic in a 30-foot radius surrounding the entrance. This entrance was once cloaked in Umberlee's divine magic, to disguise it and protect the pirates' safehouse.

Lighting. The beach is brightly lit from the hot sun above. The entrance to the cave is dimly lit.

Scene B. Just Another Cave

This cavern is designed to look like a dead-end, to disguise the pirate safehouse beyond.

Area Information

This area features:

Map. For a map of the sea caves, see **Appendix 5: Map of the Sea Caves**.

Dimensions & Terrain. This 20-by-30-foot natural cavern is dimly lit, with sunlight filtering in through the narrow entrance. The 7-foot ceiling hangs low, with drops of condensation haphazardly dripping onto the rocky floor. A handful of gold-painted coins are found on the floor.

Secret Door. A **DC 11 Investigation or Perception Check** locates a thin rocky seam in the wall near the back of the cavern. The door is trapped, with a line of glyphs carved inside of the seam. If the door is opened, a cloud of poisonous gas fills the area in a 10-foot radius. Characters must succeed a **DC 12 Constitution Saving Throw** or take 8 Poison Damage or half on a success. The glyphs can be located with a DC 13 Investigation Check. A **DC 11 Arcana Check** is required to disable the trap.

Scene C. Safehouse Entryway

This entryway once served as a makeshift guard station, manned by a pair of pirates round the clock. The entrance is trapped with a series 5 of crossbows.

Area Information

This area features:

Dimensions & Terrain. The entryway of the safehouse is a long 15-by-25-foot stone corridor with a 10-foot ceiling. The area is obviously

abandoned. Puddles of stagnant seawater cover the floor.

A **DC 12 Investigation Check** discovers graffiti etched into the walls near the doorway (left behind by bored pirate guards). These include a sloppily drawn skull and crossbones, “Dancing the hempen jig”, “Avast Ye!”, “Yo Ho Ho”, and “Shark bait” with a surprisingly artistic image of a shark.

Crossbow Trap. Opposite the door is a row of 5 loaded crossbows, connected to a trip wire 5-feet from the entry door. A **DC 12 Perception Check** is needed to notice the tripwire. If triggered, two of the crossbows fire (the others are rusted in place), dealing 1d8 piercing damage each.

Painting. A surprisingly well-preserved painting is hung on the wall near the crossbow traps. It depicts a man with a curling black mustache, bushy eyebrows, and tanned skin. He sits on an embellished throne, holding a bejeweled scepter in his left hand, a golden ball in his right hand, and wearing a gaudy crown on his head. This image corresponds to the puzzle in **Scene E. False Treasure Room**. A **DC 13 Arcana Check** reveals traces of abjuration magic on the painting (protecting it from the elements and aging).

Scene D. Sleeping Quarters

This room once housed the sleeping quarters for the crew of the Audacity.

Area Information

This area features:

Dimensions & Terrain. This 15-by-45-foot room features two rows of a dozen bunks in various states of disrepair. Each bunk features a pair of straw pallets that have largely rotted away. The wooden bunks are decaying and layered with mold. A small wooden chest sits next to each bunk.

Pool. A pool of seawater in one corner of this room is connected to the underwater tunnel entrance.

Chests. Inside of each chest is at least one bottle of crude liquor, most of which are empty. A weathered painting of a strapping young Tiefling male, with curling indigo horns, pale blue skin, and a crooked smile is carefully concealed at the bottom of one chest. The reverse side of the image is signed “Enderbel” in delicate cursive. A **DC 12 Investigation Check** is needed to discover a false bottom in one of the chests. Inside is a **Dark Shard Amulet** in the shape of a shark’s tooth, carefully wrapped in a worn leather cloth.

Rats, Rats Everywhere. If characters disturb any of the bunks or chests, 2 **swarms of rats** emerge and attack. Additionally, 1 of the chests is a **mimic**.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove 2 swarms of rats.
- **Weak:** Remove 1 swarm of rats.
- **Strong:** Add 1 mimic.
- **Very Strong:** Add 1 mimic and 2 swarms of rats.

Treasure & Rewards

- **Magic Items. Dark Shard Amulet.** A single shard of seaglass, carved in the shape of a shark’s tooth, hangs on a leather thong necklace. This fetish to Iahovas fills the user with a desperate longing for love and acceptance, which cannot be satisfied.

Scene E. False Treasure Room

This false treasure room contains a puzzle which, once completed, opens the door to the inner caverns of the safehouse.

Area Information

This area features:

Dimensions & Terrain. This 40-by-20-foot false treasure room is overflowing with gold-painted fake coins and treasure. A large throne dominates the center of the room, opposite of which sits a mirror (a character sitting in the chair sees their reflection). An unadorned wooden stool sits in one corner of the room. Against the opposite wall rests a tall wooden cabinet next to a short wooden side table. A crystal chandelier hangs from the center of the ceiling. Every surface is laden with treasure.

Puzzle. In order to solve the puzzle, a character must sit on the throne holding the correct scepter and sphere and wearing the right crown. There are 10 identical copies of each item laid throughout the room. In order to determine which items are correct, characters must solve the riddle. If a character sits in the wooden stool, they notice words carved into the wall on the opposite wall, hidden beneath the wooden side table; they may also discover this detail with a **DC 12 Investigation Check**. The words say:

*Each day I stand and stare
And wonder, where...
A rod I long to hold
Trapped behind doors of old
Then I look up and see
The globe far above me
And as it looks down
I see the crown*

*Beneath my feet
And take a seat*

The correct rod is located in the cabinet. The correct globe is sitting atop the chandelier. The correct crown is sitting directly on the stone floor (rather than atop the various piles of treasure). If the characters fail to solve the riddle, it may be solved with a **DC 12 Investigation Check**. Once a character selects the right items and sits in the chair, the mirror shimmers with a blue light and swings open to reveal a secret door leading to the true treasure room.

Scene F. True Treasure Room

This 20-by-20-foot treasure room is filled with barrels of ale and mead. Boxes of provisions have largely rotted away. The opposite side of the room opens into a corridor.

Scene G. Corridor

This 10-foot wide corridor leads deeper into the earth. 30 feet ahead, a side passage connects to the corridor, with large chunks of broken stone littering the area. A **DC 11 Investigation Check** discovers this is a recent cave-in (made by the passage of the kraken's escape at the end of DAGON01-01). The characters now follow in the tracks of the kraken, who fled deeper underground. A **DC 14 Survival** or **Nature Check** reveals large tentacle-shaped grooves in the stone, where large volumes of rock were displaced by the thrashing of the kraken.

If you are running **Bonus Objective A**, proceed to **Bonus Objective A** at this time. Otherwise, proceed to **Story Objective B**.

Episode 3: Descent Into Madness (Story Objective B)

Estimated Duration: 45 minutes

Setting Description

In this episode, characters follow the path of the kraken. They meet an escaped sahuagin ex-cultist of Dagon, **Rekh'reshku**, who tells them of the kuo-toa and the captives they have taken. When characters arrive in the kuo-toa village, they must rush to save the captives, before they are fed to Dagon.

Prerequisites

Characters must complete **Story Objective A** before beginning this episode.

Objectives

The objective of **Story Objective B** is to free the captives in the kuo-toa village.

Scene A. Dark Descent

While characters travel along a path leading deep into the Underdark, they discover crumbling walls and piles of rubble that mark the passage of the Kraken.

Area Information

This area features:

Dimensions & Terrain. A 10-foot wide, 15-foot tall tunnel winds downwards into the depths of the Underdark.

Sounds. Drops of seawater drip from stalactites on the ceiling, into shallow puddles on the floor. Dried salt encrusts the walls of the tunnel.

Lighting. Patches of fungi dimly illuminate the tunnel with a pale lavender light.

As characters continue along the tunnel, they see evidence of the Kraken's passage. Large chunks of the wall have been smashed to pieces by tentacle attacks, leaving behind deep gouges in the walls and piles of rocky rubble on the floor. A **DC 12 Nature** check reveals this is evidence of the Kraken's passage.

As characters continue along the passage, they discover **Rekh'reshku** collapsed beside a pile of rubble.

Creatures/NPCs

Rekh'reshku is a **sahuagin** ex-cultists of Dagon. After the ritual that summoned the Kraken, he and his companions (4 sahuagin cultists) fled into the tunnel network. They wandered the tunnels,

searching for a way out when they were captured by kuo-toa worshippers of Dagon. **Rekh'reshku** took a beating from the kuo-toa but was able to narrowly escape when they were distracted by the kraken's thrashing from further down the tunnels.

Objectives/Goals. **Rekh'reshku** is interested in self-preservation. He is willing to tell the characters whatever they ask, as long as they provide him healing or other means to safely escape the tunnels.

What Does He Know? **Rekh'reshku** knows the following:

- The kuo-toa patrol consisted of 8 kuo-toa guards.
- They took his sahuagin friends captive. They also had other captives (3 drow children, an elderly drow woman, and a human woman in plate armor).
- After taking his friends captive, they continued downwards into the tunnels.

Scene B. Dooglooshoop

When characters arrive in Dooglooshoop, a kuo-toa village under Dagon's control, they must find a way to infiltrate the village, free the captives, and escape with their lives before the Kraken rises from the depths to destroy the village.

Area Information

This area features:

Dimensions & Terrain. Dooglooshoop is a small kuo-toa village, roughly a half-mile in diameter, on the edge of a small lake in the Underdark. The village consists of 1-story tall buildings, constructed from reclaimed zurkwood in varied states of rot (from the rich saltwater air). This shantytown is unremarkable, aside from a large 25-foot statue of a Kraken at the center of town near the coastline, constructed from cast-off trash (rusted armor, wood scraps, small rocks, sea shells, a net, a barnacle-encrusted anchor). A bloody stone altar to Dagon sits at the bottom of the statue.

Map. For a map of Dooglooshoop, see **Appendix 6: Map of Dooglooshoop**.

Lake. A dome-shaped cavern soars 120 feet above a dark 2-mile-wide lake at the edge of the village. Patches of lavender light on the ceiling look like distant stars, reflected in the eerily calm surface of the lake. Deep below the surface, the Kraken slumbers, sleeping off its recent meal of kuo-toa sacrifices (5 gnolls).

Citizens. A hundred kuo-toa inhabit the village and have entered a state of fanatical worship of Dagon. Seeing the arrival of their god has driven them further into madness. They have begun capturing any creature they find to sacrifice to the Kraken. When it first arrived, several of the kuo-toa threw themselves into the water as sacrifices in a state of fervent fanatical worship. The kuo-toa cannot be reasoned with and exist to serve the Kraken's every whim.

Captives. The captives are held in a rusting metal cage at the edge of the water, near the center of town.

Sounds. Kuo-toa scream out in religious rapture at irregular intervals, building into a chorus and echoing throughout the cavern.

Lighting. Patches of dimly luminescent fungi have been applied to the buildings and cultivated in the shapes of sea creatures.

Story Objective B. If you are running **Bonus Objective B**, characters may also be able to see or locate the second set of cages on the East side of town while they are exploring or scouting the village. You may choose to describe both locations to the characters initially and let them decide how to proceed. You may also choose to run **Story Objective B** and **Bonus Objective B** simultaneously if the party gets split.

Navigating the Village

Characters must make their way through the village to reach and free the captives at the edge of the water. The kuo-toa will attack the characters on sight so that they can be captured and fed to the Kraken. Allow characters to make a plan before they enter the village. Characters may be able to stealth through the village, disguise themselves as kuo-toa, or use other means to reach the prisoners. Reward creativity.

If characters arouse suspicion while navigating the village, they may attract the attention of a kuo-toa patrol, consisting of 1 **kuo-toa whip** and 4 **kuo-toa**.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove 1 kuo-toa whip and 2 kuo-toa.
- **Weak:** Remove 2 kuo-toa.
- **Strong:** Add 1 kuo-toa whip.
- **Very Strong:** Add 1 kuo-toa monitor and 1 kuo-toa whip.

Releasing the Captives

The captives are held in a rusting metal cage at the edge of the water, near the center of town. The cage

is square, 10-foot long on each side, and locked with a chain and padlock. The cage can be opened with a **DC 12 Sleight of Hand** check or a **DC 13 Athletics** check.

Captives. Captives include 3 drow children (Vexalora, Xarath, Theraan), an elderly drow woman (Exartha), two myconid adolescents (Stout and Slim), a snarky female Paladin of Gond in plate armor (Exora). The captives suffer from two levels of exhaustion. They saw the gnolls fed to the kraken and are desperate to escape.

Combat. The captives are closely guarded by 1 **kuo-toa monitor**, 1 **kuo-toa whip**, and 3 **kuo-toa**. These guards fight to the death to defend the captives. Beginning on round 2 of combat at Initiative Count 20, the Kraken emerges from the depths and begins attacking the area. The Kraken slams its tentacle in a 30-foot line beginning at a random point on the edge of the lake. Characters in the area must make a **DC 12 Dexterity Saving Throw** or take 2d6 bludgeoning damage (half on a success) and fall prone from flying debris.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove 1 kuo-toa monitor and 1 kuo-toa. The Kraken's attacks do 1d6 bludgeoning damage.
- **Weak:** Remove 1 kuo-toa monitor and add 1 kuo-toa whip. The Kraken's attacks do 1d6+2 bludgeoning damage.
- **Strong:** Add 2 kuo-toa whips and remove 3 kuo-toa. The Kraken's attacks do 2d6+2 bludgeoning damage.
- **Very Strong:** Combat consists of 1 kuo-toa archpriest and 2 kuo-toa whips. The Kraken's attacks do 3d6 bludgeoning damage.

Escape. After the combat finishes, the non-combatant kuo-toa have entered a state of fervent worship, paying no attention to the characters. Many of the kuo-toa are jumping into the water, sacrificing themselves to the Kraken in religious ecstasy, as the Kraken snacks on them like popcorn. If you are using **Bonus Objective B**, characters notice another group of captives trapped in a cage on the East side of the village, across a narrow 100-foot rope bridge. Proceed to **Bonus Objective B**. Otherwise, characters are able to safely flee the village with the captives and return to Bellview.

Kraken Madness (Optional). When the Kraken surfaces, or at other thematically appropriate times, you may request a Madness Saving Throw from characters (DC 12 Wisdom Saving Throw). See **Appendix 7: Madness**.

USE WITH CAUTION. Madness can add a fun element to the game but can also ruin the fun for some players.

Treasure & Rewards

If characters are able to safely rescue Exora, she reluctantly offers them her *Ring of Swimming* as payment for their assistance.

Magic Items. *Ring of Swimming* (uncommon)

While wearing this ring, the user has no dreams or nightmares. Despite their restful slumber, the user experiences a sense of unease, as if the dreams are being drawn away and consumed by some unseen force. For more information, see **Appendix 8: Magic Item.**

Adventure Rewards

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

Advancement Checkpoints

The characters receive one advancement checkpoint for each objective completed:

- **Story Objective A:** The objective of **Story Objective A** is to locate an entrance and explore the sea caves beneath Bellview.
- **Story Objective B:** The objective of **Story Objective B** is to free the captives in the kuo-toa village.

The characters earn an additional advancement checkpoint for each **bonus objective** they complete.

- **Bonus Objective A:** The objective of **Bonus Objective A** is to either help the crew of the Audacity by consecrating an altar to Umberlee or fight the ghostly crew.
- **Bonus Objective B:** The objective of **Bonus Objective B** is freeing the second group of captives in the kuo-toa village.

Treasure Checkpoints

The characters receive a treasure checkpoint for completing **both main objectives** or **both bonus objectives**.

Magic Item Unlock

Characters completing adventure's **main objective** unlock this magic item.

Magic Items. *Ring of Swimming* (uncommon)

While wearing this ring, the user has no dreams or nightmares. Despite their restful slumber, the user experiences a sense of unease, as if the dreams are being drawn away and consumed by some unseen

force. For more information, see **Appendix 8: Magic Item**.

DM Rewards

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

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

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Deacon Walter Grantham.** NE Human male, 50s. Athletic former adventurer. Cleric of Umberlee. Brought the Jade Shard to Bellview. Wrought with guilt. Tries to keep the sahuagin occupation a secret.
Personality: *Manipulative, thorough, broken.*
Ideal: *Secrecy. He messed up—don't let people find out what happened.*
Bond: *Himself and Umberlee.*
Flaw: *Mad with zealous behavior.*
- **Ginny Halfsail.** LG Human female, 12. Thin orphan girl. Her mother died a year ago in childbirth. Her father died of heat stroke. Works the sugarcane fields and rents rooms of her house. She is the oldest of five children.
Personality: *Spiritually broken, rugged.*
Ideal: *Marriage. Dreams of a good husband one day to help fill the gap her parents left.*
Bond: *"My sisters... and Kago! He's good to me."*
Flaw: *Insecurity. Develops childish crushes easily. Trusts Deacon Grantham too much.*
- **Rekh'reshku (wreck-RESH-coo).** CN Sahuagin ex-cultist of Dagon. He narrowly escaped kuo-toa cultists and is trying to escape the tunnels beneath Bellview.
Personality: *Resigned, reactionary, realistic.*
Ideal: *Self-preservation. Aligning with those in power is the best way to protect yourself.*
Bond: *My own life is of paramount importance.*
Flaw: *Too willing to place trust in a higher power.*

Appendix 2: Creature Statistics

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Kuo-Toa

Medium humanoid (kuo-toa), neutral evil

Armor Class 13

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4

Senses Darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 1/4 (50 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Actions

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

Claws. *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.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Reactions

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

Kuo-Toa Archpriest

Medium humanoid (kuo-toa), neutral evil

Armor Class 13

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 30 ft.

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

Skills Perception +9, Religion +6

Senses Darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 6 (2300 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Spellcasting. The kuo-toa is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): guidance, sacred flame, thaumaturgy

1st level (4 slots): detect magic, sanctuary, shield of faith

2nd level (3 slots): hold person, spiritual weapon

3rd level (3 slots): spirit guardians, tongues

4th level (3 slots): control water, divination

5th level (2 slots): mass cure wounds, scrying

Actions

Multiattack. The kuo-toa makes two melee attacks.

Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Kuo-Toa Monitor

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor, unarmored defense)

Hit Points 65 (10d8+20)

Speed 30 ft., swim 30 ft.

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

Skills Perception +6, Religion +4

Senses Darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 1 (200 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Actions

Multiattack. The kuo-toa makes one bite attack and two unarmed strikes.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

Kuo-Toa Whip

Medium humanoid (kuo-toa), neutral evil

Armor Class 11 (natural armor)

Hit Points 65 (10d8+20)

Speed 30 ft., swim 30 ft.

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

Skills Perception +6, Religion +4

Senses Darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 1 (200 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Spellcasting. The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): sacred flame, thaumaturgy
1st level (3 slots): bane, shield of faith

Actions

Multiattack. The kuo-toa makes two melee attacks.

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

Pincer Staff. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 58 (9d8+18)

Speed 15 ft.

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

Skills Stealth +5

Damage Immunities Acid

Condition Immunities Prone

Senses Darkvision 60 ft., passive Perception 11

Challenge 2 (450 XP)

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

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

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

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

Actions

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

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

Poltergeist

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

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

Skills Stealth +5

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft.

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

Challenge 2 (450 XP)

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

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

Invisibility. The poltergeist is invisible.

Actions

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one creature. Hit: 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

Swarm of Rats

Medium swarm of tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8-7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistance Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft., passive Perception 10

Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

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 rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites (swarm has more than half HP). *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. Hit: (2d6) piercing damage.

Bites (swarm has half HP or less). *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. Hit: (1d6) piercing damage.

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (Natural Armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Sahuagin

Challenge 1/2 (100 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) piercing damage, or (1d8 + 1) piercing damage if used two handed

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

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8+3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses Darkvision 60 ft., passive Perception 10

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1-inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Appendix 3: A Pirate's Life for Me (Bonus Objective A.)

Estimated Duration: 60 minutes

*"With the keys to the cage
And the Devil to pay
We lay to Fiddler's Green.
Yo ho, haul together
Hoist the colours high
Heave ho, thieves and beggars
Never shall we die"
-Hoist the Colours, Hanz Zimmer*

Setting Description

In this episode, characters encounter the remaining ghostly crew of the Audacity. They must either help the crew consecrate an altar to Umberlee or defeat the crew in combat.

Prerequisites

Characters must complete **Story Objective A** before beginning this episode.

Objectives

The objective of **Bonus Objective A** is to interact with the ghost crew of the Audacity. Characters should either help the crew consecrate an altar to Umberlee or defeat the crew in combat.

Scene A. A Fate Worse Than Death

At the edge of the pirate safehouse cave systems, characters come across a cavern haunted by the ghostly crew of the Audacity.

The Fate of the Audacity. 60 years ago, the pirate crew of the Audacity plundered the waters of the Moonsea for fame and fortune. After the Audacity and its captain, Reeve Sar Testain, plundered a rich merchant vessel, they sought refuge in an unnamed island in the Stormy Bay. The island was home to a small village, which the pirates took over and enslaved the villagers. After days of abuse, the citizens of the unnamed village enacted foul rituals to call upon devils subservient to Tiamat. They traded their worship and souls, along with the gold and gems on the ship, to the devils. In exchange, the devils carried the pirates into infernal slavery. After being trapped in the Nine Hells for 50 years, the pact was broken by a group of adventurers (DDEX01-03 Shadows over the Moonsea), and the pirates returned to Faerun. While many of them were defeated in battle, a handful of the ghostly crew fled to their old hideout. Still sought out by the devils that enslaved them for decades, these pirates remain in hiding, hoping to evade their detection.

Area Information

This area features:

Dimensions & Terrain. This 20-by-30-foot natural cavern is sparsely furnished, with a set of three rotting wooden chairs surrounding a round wooden table. A group of three pirate ghosts sits around the table, playing a game of 3 dragon ante.

Lighting. The cavern is illuminated with dim light, by patches of luminescent lavender fungi on the walls and ceiling.

Map. For a map of the sea caves, see **Appendix 5: Map of the Sea Caves.**

Creatures/NPCs

Xavier "Parrotnose" Smitt and his two crewmates, Andy "The Plank" Carver and Linda "Sharktooth" Kimbell, are the remaining ghost crew of the Audacity.

Objectives/Goals. The ghost crew is trying to remain undiscovered by the devils that enslaved them for decades. If they are found, they believe the devils will drag them back to the Nine Hells. The crew came back to their hideout because they believed that they would be protected by Umberlee's divine magic. After the sahuagin defaced Umberlee's altar and turned the citizens of Bellview to the worship of Dagon, they fear that Umberlee's magic will no longer cloak them from the devils. The crew wants the adventurers to consecrate the altar to Umberlee so that her magic will shield them from detection by the devils.

What Does He Know? The pirates know about the sahuagin cultists as well as the existence of the kuo-toa village, which has been there for at least 100 years.

Combat. If characters refuse to help the crew by consecrating the shrine to Umberlee, the 3 **poltergeists** attack.

Adjusting the Scene

- **Very Weak:** Remove 3 poltergeists and add 2 ghouls.
- **Weak:** Remove 3 poltergeists and add 3 ghouls.
- **Strong or Very Strong:** Add 1 poltergeist.

Scene B (Optional). Umberlee's Altar

If characters decide to help the crew of the Audacity, they are guided to an adjacent altar room, where a desecrated altar to Umberlee is guarded by the dark **shadows**.

Area Information

This area features:

Dimensions & Terrain. A simple stone altar, with a shallow divot on top, sits in the center of a dark circular natural cavern (30-foot in diameter). A shark's mouth is carved into the center of the divot, which opens into a 1-inch chute that descends into the altar. This chute was used to accept offerings of gold coins. The altar has been obviously defaced, with markings in black paint, forming the shape of a poorly-drawn kraken, covering the stone.

Lighting. This chamber is dark.

Shadows. 4 **shadows** lurk in this room. They attack when characters approach the altar.

Adjusting the Scene

- **Very Weak:** Remove 2 shadows.
- **Weak:** Remove 1 shadow.
- **Strong:** Add 1 shadow.
- **Very Strong:** Add 2 shadows.

Consecrating the Altar. To consecrate this altar to Umberlee, characters must clean the markings off of the stone. Then, a **DC 12 Religion check** is needed to perform the correct ritual prayer to consecrate the altar.

Blessing of Umberlee. If a character places a gold piece into the chute on the altar, after the altar has been consecrated, they receive a blessing from Umberlee that lasts until the end of this adventure. This blessing grants the character with *Water Breathing* until the end of the adventure.

Appendix 4: A Risky Rescue (Bonus Objective B.)

Estimated Duration: 60 minutes

Setting Description

In this episode, characters locate another group of captives within the kuo-toa village. Characters must rush across a narrow 100-foot bridge to reach and rescue the captives while dodging the attacks of the Kraken.

Prerequisites

Characters must complete **Story Objective B** before beginning this episode.

Objectives

The objective of **Bonus Objective B** is to free the remaining captives in the kuo-toa village while dodging the kraken's attacks.

Scene A. A Rickety Bridge

In this episode, characters locate another group of captives on the Eastern side of the kuo-toa village.

Area Information

This area features:

Dimensions & Terrain. Dooglooshoop is a small kuo-toa village, roughly a half-mile in diameter, on the edge of a small lake in the Underdark. The village consists of 1-story tall buildings, constructed from reclaimed zurkhwood in varied states of rot (from the rich saltwater air). This shantytown is unremarkable, aside from a large 25-foot statue of a Kraken at the center of town near the coastline, constructed from cast-off trash (rusty armor, wood scraps, small rocks, sea shells, a net, a barnacle-encrusted anchor). A bloody stone altar to Dagon sits at the bottom of the statue.

Map. For a map of Dooglooshoop, see **Appendix 6: Map of Dooglooshoop**.

Lake. A dome-shaped cavern soars 120 feet above a dark 2-mile-wide lake at the edge of the village. Distant patches of lavender light on the ceiling look like distant stars, reflected in the eerily calm surface of the lake. Deep below the surface, the Kraken slumbers, sleeping off its recent meal of kuo-toa sacrifices (5 gnolls).

Citizens. The kuo-toa inhabitants have entered a state of fanatical worship of Dagon. Seeing the arrival of their God has driven them further into

madness. The kuo-toa cannot be reasoned with and exist to serve the Kraken's every whim.

Sounds. Kuo-toa scream out in unison in religious rapture, building into a chorus that echoes throughout the cavern. The thundering feet of kuo-toa stampeding to the lake, where they are sacrificing themselves to the Kraken. The Kraken roars, slamming its tentacles along the shoreline, destroying buildings and sections of the bridge.

Lighting. Patches of dimly luminescent fungi have been applied to the buildings and cultivated in the shapes of sea creatures.

Releasing the Captives

Have characters roll initiative. Characters must race across the bridge while it is under attack from the Kraken. On initiative count 20, the Kraken attacks a random point on the bridge, causing a 10-foot section to collapse. Characters in the area must make a DC 12 Dexterity Saving Throw or take 2d6 bludgeoning damage (half on a success) and fall into the water. Once characters reach the other side, they must fight through a crowd of kuo-toa and free the captives.

Adjusting the Scene

- **Very Weak:** The Kraken's attacks do 1d6 damage.
- **Weak:** The Kraken's attacks do 1d6+2 damage.
- **Strong:** The Kraken's attacks do 2d6+2 damage.
- **Very Strong:** The Kraken's attacks do 3d6 damage.

Bridge. The wooden bridge is 100-foot long, raised roughly 10 feet above the water. It is held up by wooden beams at 10-foot intervals, which rise up by the water itself.

Captives. The captives are two human children (Aislynn and Scamander LeHue) with wavy blonde hair and freckled, tan skin, wearing surprisingly fine clothing. They were captured while playing along the Moonsea shoreline, near a cave East of Bellview.

The captives are held in a large rope net, hanging 10 feet above the churning water of the lake, on the eastern side of the village. The net is hanging from a wooden scaffold, which is moored to a dock. The rope has AC 10 and 15 HP. The knots holding the net in place can be untied with a **DC 12 Thieves Tools** check.

Guards. The captives are surrounded by 13 **kuo-toa**, who have entered into a state of fervent worship. The **kuo-toa** blindly attack any creature

that comes within 5 feet of them, attacking at disadvantage because of their blind religious fervor.

Adjusting the Scene

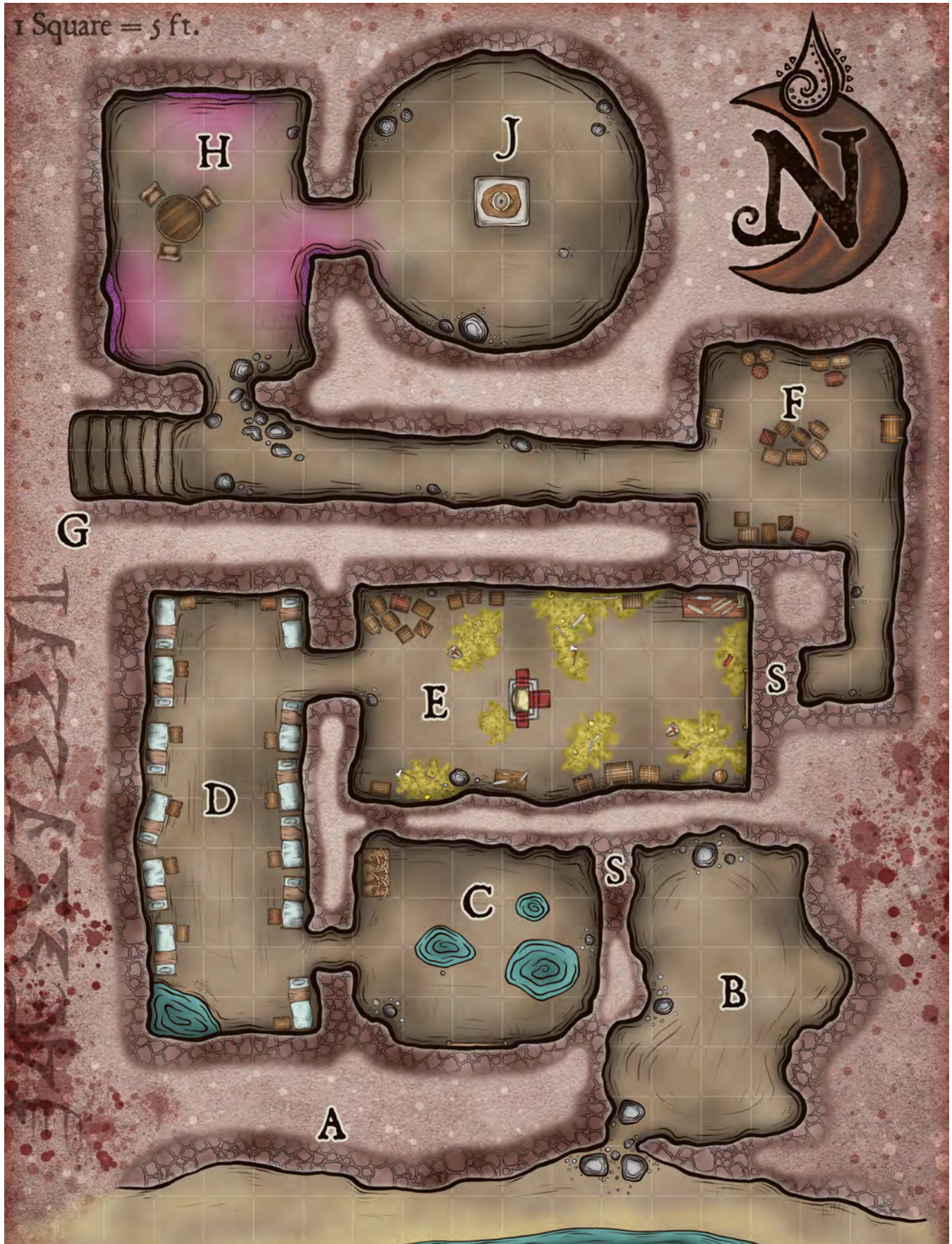
Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak or Weak:** Remove 5 **kuo-toa**.
- **Strong:** Add 5 **kuo-toa**.
- **Very Strong:** Add 10 **kuo-toa**.

Stampede (Optional). While characters attempt to free the captives, the nearby kuo-toa form into a mob and begin rushing towards the water, attempting to sacrifice themselves to the kraken. On Initiative Count 10, characters surrounded by kuo-toa must make a **DC 12 Strength Saving Throw** or be swept up by the mob, where they are pushed 10 feet towards the water. If they are within 10 feet of the water, they are pushed into the lake.

Escape. After characters have freed the captives, they are able to safely flee the village with the captives and return to Bellview.

Appendix 5: Map of the Sea Caves



Appendix 6: Map of Dooglooshoop



Appendix 7: Madness

Madness can be short-term, long-term, or indefinite. Most relatively mundane effects impose short-term madness, which lasts for just a few minutes. More horrific effects or cumulative effects can result in long-term or indefinite madness.

A character afflicted with short-term madness is subjected to an effect from the Short-Term Madness table for 1d10 minutes.

A character afflicted with long-term madness is subjected to an effect from the Long-Term Madness table for 1d10 × 10 hours.

A character afflicted with indefinite madness gains a new character flaw from the Indefinite Madness table that lasts until cured.

SHORT-TERM MADNESS

D100	Effect (lasts 1d10 minutes)
01-20	The character retreats into his or her mind and becomes Paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes Incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes Frightened and must use his or her action and Movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal Speech or Spellcasting.
51-60	The character must use his or her action each round to Attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on Ability Checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is Stunned.
91-100	The character falls Unconscious.

LONG-TERM MADNESS

D100	Effect (lasts 1d10 × 10 hours)
01-10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11-20	The character experiences vivid hallucinations and has disadvantage on Ability Checks.
21-30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma Checks.
31-40	The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the Antipathy/Sympathy spell.
41-45	The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
46-55	The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on Attack rolls, Ability Checks, and Saving Throws while more than 30 feet from it.
56-65	The character is Blinded (25%) or Deafened (75%).
66-75	The character experiences uncontrollable tremors or tics, which impose disadvantage on Attack rolls, Ability Checks, and Saving Throws that involve Strength or Dexterity.
76-85	The character suffers from partial amnesia. The character knows who he or she is and retains Racial Traits and Class Features, but doesn't recognize other people or remember anything that happened before the madness took effect.
86-90	Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the Confusion spell. The Confusion effect lasts for 1 minute.
91-95	The character loses the ability to speak.
96-100	The character falls Unconscious. No amount of jostling or damage can wake the character.

INDEFINITE MADNESS

D100	Flaw (lasts until cured)
01-15	"Being drunk keeps me sane."
16 - 25	"I keep whatever I find."
26-30	"I try to become more like someone else I know—adopting his or her style of dress, mannerisms, and name."
31-35	"I must bend the truth, exaggerate, or outright lie to be interesting to other people."
36-45	"Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."
46-50	"I find it hard to care about anything that goes on around me."
51-55	"I don't like the way people judge me all the time."
56-70	"I am the smartest, wisest, strongest, fastest, and most beautiful person I know."
71-80	"I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."
81-85	"There's only one person I can trust. And only I can see this Special friend."
86-95	"I can't take anything seriously. The more serious the situation, the funnier I find it."
96-100	"I've discovered that I really like killing people."

Curing Madness

A Calm Emotions spell can suppress the effects of madness, while a Lesser Restoration spell can rid a character of a short-term or long-term madness. Depending on the source of the madness, Remove Curse or dispel evil might also prove effective. A Greater Restoration spell or more powerful magic is required to rid a character of indefinite madness.

Appendix 8: Magic Item

Characters completing this adventure's objective unlock this magic item.

Ring of Swimming

Tier 1, 8 treasure checkpoints

You have a swimming speed of 40 feet while wearing this ring. This item is found in the *Dungeon Master's Guide*.

While wearing this ring, the user has no dreams or nightmares. Despite their restful slumber, the user experiences a sense of unease, as if the dreams are being drawn away and consumed by some unseen force.

Appendix 9: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

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

Preparing the Adventure

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

Adjusting This Adventure

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

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

Determining Party Strength

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