



Shadowed Bellview

The Jade Curse Part 1



Some things are best left to rot in their forgotten temples. Even in the isolated village of Bellview, common folk suffers the consequences of a treasure hunter's greed.

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

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Adventure Primer

"We monsters are necessary to nature also."
—Marquis de Sade

This adventure incorporates the Jade Statue from DDAL01-02 Secrets of Sokol Keep.

Background

In the seaside village of **BELLVIEW**, evil coagulates in the caverns below. Sahuagin neophytes swarm to the **JADE SHARD'S** calling, building their cabal under the unsuspecting townsfolk. Their influence grows in secret, but echoes of their tainted mass bleed into the populace above.

The Bellview citizens are mutating, taking on various fish-like features. The transformation is slow, however, and unnoticed. Only Bellview's deacon of Umberlee, **WALTER GRANTHAM**, knows the truth. He gave the Jade Shard to its current keeper, **CERA KAMALLA**, an Emerald Enclave druid who rules over the sahuagin beneath Bellview.

Wanting to rid the **MOONSEA** of its heinous denizens, Cera is infecting herself with the Jade Shard so that the evil demon god, **DAGON**, can manifest his avatar into the world as a fiendish kraken. With this beast loose in the Moonsea, Cera hopes this foul region will fall to a judicious ruin. Sensing this unnatural pox festering beneath Bellview, Cera's great-grandfather seeks the truth and Cera's involvement—so he hires a team of adventurers.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 2 hours to play. These episodes are 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: The Grieving Tree.** The characters are hired to explore Bellview. This is the **Call to Action**.
- **Episode 2: Bellview.** The characters investigate the bizarre town, utilizing their sleuthing, socializing, and (if necessary) racketeering skills to uncover what happened to Cera Kamalla. This is **Story Objective A**.
- **Episode 3: Umberlee's Cistern.** The characters dive into the cistern to uncover the evil plot lurking underneath Bellview. They fight sahuagin and discover that Cera Kamalla has had her heart ripped out to spawn a kraken. This is **Story Objective B**.

Episode Sequence

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

Episode Flowchart

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



Episode 1: The Grieving Tree (Call to Action)

Estimated Duration: 15 minutes

Scene A. Emerald Enclave

The party is on the road between Yûlash and Hillsfar, having just finished a small adventure. While they travel, a member of the Emerald Enclave named Domri Kamalla appears as a treant and enlists the party to retrieve his missing great-granddaughter, Cera Kamalla, from the town of Bellview.

Pregame Adventure

Your players may be gaming with each other for the first time, but maybe their PC's have already interacted? Choose one of the three roleplay adventures below to have already happened (or let players vote). Your players may want to take a minute or so describing how their PC's played a part in the event:

- **Thief Relief.** The PC's turned in a bounty for Haith Whistle, a halfling thief. They've blown their reward money, but a random PC was allowed to keep Haith's jade earrings as trophies.
- **Baron Overboard.** The PC's received "honorable mention" in the Zhentil Keep Fishing Tournament by netting the dwarven Baron Gristlebeard after he fell overboard. After many nights partying with the baron's warband, each PC possesses a lock of hair from the baron's beard as his thanks.
- **Inlaws with Claws.** A prank went awry with a drunk Chauntean priest at a hunting camp, and now one of the PC's is "married" to a grizzly bear. The priest has been recalled to the nearest temple, whose clerical auditor has begged each PC to "please forget the whole ordeal" as the correct annulment blessings wait in the queue.

Area Information

The PC's are on the road again after their last adventure. They are between Yûlash, a bridge-guarding fortress, and Hillsfar, a large merchant town that caters only to humans. The massive Moonsea lies to the north, barely visible over the rolling hills.

Dimensions & Terrain. A light forest with sparse undergrowth. Enough to get lost in if creatures actively hide, but sneaking up on people would be difficult. A light fog has settled.

Lighting. Dusk. Wisps of sunlight beam through the tree line to the west, illuminating shadows against the fog.

Domri Kamalla

A blind spirit seer in his human life, Domri sacrificed himself in service of the Emerald Enclave decades ago. In return for his service, high members of the Enclave bound his spirit to Faerun's forests, allowing him to speak through trees on occasion, possessing one as an immobile **treant**.

Domri appears as a talking tree to the party alongside the foggy road, calling out for aid in his gruff, ancient voice. He's unseen until approached.

Objectives/Goals. Domri's great-granddaughter, Cera Kamalla, carries on Domri's work for the Emerald Enclave. She was sent to investigate a "strange wrinkle against the natural order" at Bellview over six months ago, but she has neither returned nor reported her findings. Domri fears the worst. He wants the party to discover Cera's fate, uncover Bellview's secret, and save Cera if possible.

What Does He Know? Domri knows Bellview is a village along the southern shore of the Moonsea, south of Bell in the Deep. Their primary exports are sugar, beef, and pork. Though Bellview is within no true jurisdiction, the Zhentarim at Zhentil Keep have an agent present who taxes the municipality for protection fees. The sleepy town is rumored to have allegiance with Umberlee, an evil goddess of the ocean. Domri describes Cera as jaded, brash, and one who would "amputate a finger to save a hand."

Treasure & Rewards

Up front, Domri offers the party Cera's *bag of holding* that washed ashore on the Moonsea a month ago and two *potions of healing*. Upon completing the quest,

- **Magic Items.** Bag of holding, two potions of healing.

Call to Action

- Discover Cera Kamalla's fate.
- Find what unnatural disturbance is happening in Bellview.
- If possible, stop the unnatural disturbance and save Cera Kamalla.

Episode 2: Welcome to Bellview (Story Objective A)

Estimated Duration: 45 minutes

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. Sugarcane fields surround a large, rocky outcropping called Shark's Horn. Most 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. 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 50's who is the head of Umberlee's cult in Bellview and a figurehead town leader. In his youth, he led "crusades" to various Moonsea locations for Umberlee's glory. Two years ago, he returned from an adventure in Sokol Keep on Thorn Island. While there, he found the jade statue.

The jade statue was shaped like a fanged, fish-like face—Dagon! Deacon Grantham knew Dagon was

Umberlee's enemy, so he destroyed the statue and took a shard as a trophy. Back home, Deacon Grantham heard Dagon whispering to him through the shard. In a fit of panic, Deacon Grantham made to toss the shard back into the Moonsea, but Cera Kamalla interfered, took the shard from him, then used a team of sahuagin to steal control of Umberlee's cistern beneath Bellview. Ashamed, tainted, and broken, Deacon Grantham is now deathly sick, infected with trypanosoma hydra parasites that have covered his body in pustules.

Objectives/Goals. Deacon Grantham knows the Zhentarim will extort thousands in extra protection fees if they are called to rid the cistern of sahuagin, so he is appeasing Cera and her monsters until they decide to leave—or a cheaper alternative arrives (hiring the party). He's keeping the rest of the town ignorant of the occupation, stating that "Umberlee demands we practice our rites in the open, not underground like cowards!"

What Does He Know? He knows his parish is falling under Dagon's sway and that Umberlee's influence is waning. If the town falls to Dagon, he will surely be eradicated as a heretic. If he leaves, Umberlee will punish him for his cowardice.

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 tangible 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 emissary.

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 affiliation to Umberlee.

Additionally, many citizens hear voices while they sleep. These messages are 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.

Cera Kamalla

A human member of the Emerald Enclave and great-granddaughter of Domri Kamalla. She is a human woman in her early twenties who appeared from the Moonsea in front of Deacon Grantham, knowing the Jade Shard to be just the weapon she needed for her plan. She then bade Dagon's will by venturing into Sokol Keep, finding the remaining Jade Shards, and then spread them across the Moonsea before returning to Bellview with an escort of wicked sahuagin cultists. She now lies at the bottom of the cistern as a willing host for the dark parasite Dagon's Flagellant is cultivating within her heart.

Objectives/Goals. Cera grows weary of all the Moonsea's troubles, so she is setting things right by unleashing Dagon's fiend into the waters. Isn't it true that the cleansing flames of a forest fire also kill some innocent beasts? To balance nature comes at a cost, and who better to pay that price than those that upset the balance?

What Does She Know? Cera knows that what she is doing is evil, but her morals of right and wrong are squelched by her desire to "set right" the Moonsea, no matter the cost.

The Flagellant

An elder, self-scarred sahuagin crone and magic user, she heard the Jade Shard's call. She was waiting at Sokol Keep with her entourage for "the emerald girl who will harbor a greener hue," as Dagon's visions told her. When Cera Kamalla arrived, the Flagellant pledged her soldiers to the cause, sending several of them out to scatter the 12 remaining shards across the Moonsea—spreading Dagon's infection. She now resides beneath Bellview in the cistern, using the initial Jade Shard to infect Cera's heart with Dagon's malice.

Objectives/Goals. Keep Cera a secret from the populace until Dagon's avatar of dread takes form within her. Kill anyone who interferes. Keep a low garrison of sahuagin in the cistern (a large army will garner Zhentarim attention—also, she doesn't like sharing glory). After the kraken emerges, devour the town above in revelry.

What Does She Know? Glory awaits her in the Abyss after Dagon manifests his monster. She need not fear death if she delivers the kraken to the Material plane. Deacon Grantham wants her gone, but since neither of them wants to invoke the Zhentarim by starting a public war, they are at a stalemate. She cannot retreat with her company into the ocean due to the arrival of a sentient shark, Big Sam, that killed several of her zealous sahuagin followers.

Navigating Bellview (1-11)

While in Bellview, the party should eventually be steered towards Deacon Grantham. Through coercion, parlay, or force, the party will learn from him that Cera Kamalla is collaborating with the Flagellant and may possess a Jade Shard with ties to Dagon. If Walter is unable to give them this information (i.e., he is slain), the party can piece together information from the Zhentarim Prefect House, interacting with Ollie, or gaining Ginny Halfsail's trust.

All citizens except for the half-orcs, Ginny Halfsail, Harriet Ogden, and Deacon Grantham are initially unfriendly to the PC's, many of them telling the PC's to "take your issues up with Deacon Grantham or Ms. Ogden."

1. Shark's Horn

A rocky, ramp-shaped outcropping is rising from the inland into the beach. Though most of Bellview is marshland or sugarcane farms, Shark's Horn is the exposed piece of a large chunk of rock that extends beneath the surface for hundreds of feet.

2. Moonsea

The massive body of water is home to many coastal powers, most of them harboring ill-intent and criminal propaganda. For Bellview, the Moonsea is Umberlee's domain, and appeasing her allows the sugar cane to grow.

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

- 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.

The shark is dubbed Big Sam by Bellview. He rarely harasses boats, but sailors keep a safe distance when they see him in the area. He 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. Any PC who uses *animal friendship* or convinces him that they seek the same answers that he desires will learn that a team of sahuagin led by "the Flagellant" live beneath Bellview. He has killed several of them, causing them to stay cooped up in their lair. He survives by eating the sacrificed pigs, cows, and sugar thrown from

Shark's Horn. He doesn't eat the occasional sacrificed person, but the rum bottle tastes great.

3. Docks and Warehouses

These docks usually moor local shipping boats and small transport ships, though other Moonsea traders can be found docked as well. The warehouses store 50% sugar barrels, 20% rum, 10% pork, 10% beef, and 10% oil/misc. gear/ship rigging.

4. Cistern Entrance

A stone chapel adorned with engravings of tsunamis, lightning, sharks, and other ocean terrors rest near Shark's Horn. Its studded, wooden double-doors are chained shut. A PC using thieves' tools and passing a Dexterity (Sleight of Hand) DC 20 check can unlock the chains. A key carried by Deacon Grantham can also unlock these chains. The interior is a 20 ft. x 20 ft. bare room with a set of stone stairs that leads to the cistern below (Area 12).

Ollie. Cera Kamalla's **raven** companion, Ollie, lurks outside this area. Cera abandoned him for fear that the sahuagin would eat him. He smells Cera, but he can't get to her. He will imprint on any PC carrying Cera's *bag of holding* since he can smell her scent on it. He has learned how to squawk the word, "Dagon." He and Deacon Grantham hate each other.

5. Zhentarim Prefect House

A small cottage with a bedroom, kitchen, and office. Owned by Harriet Ogden, a female human **spy** in her 70's who is the Zhentarim auditor assigned to Bellview. She is rarely here, usually watching the waves near the beach.

Zhentarim Documents. Digging through the office shows a series of documents detailing exports, taxes, and key events. Anyone spending more than an hour searching the documents learns the following:

- **Sugarcane.** The sugarcane yield over the last half year has been declining. Townsfolk interpret it as a sign of Umberlee's disapproval.
- **Cera Kamalla.** A representative from the Emerald Enclave arrived over six months ago. She ventured into the sea against the town's wishes.
- **Forgery.** A DC 15 Intelligence (Investigation) or Dexterity (Sleight of Hand) check recognizes the handwriting and signature has been forged within the last year. (Walter has taken over since Harriet has grown apathetic.)
- **Thieves' Cant.** Some of the Zhentarim's more discreet agendas are written in Thieves' Cant. Key

information from these documents are the protection fees, specifically that Bellview will owe Zhentil Keep thousands in gold if the Zhentarim mercenaries are invoked.

- **Scrolls of Comprehend Languages.** Walter keeps two scrolls of *comprehend languages* in case more Zhentarim agendas arrive written in Thieves' Cant.

6. Town Center Square

Mostly bare, this series of farmer's market-style displays and tables is a prime location for traveling vendors to set up shop. A proper permit with a negligible processing fee must be obtained from the Zhentarim Prefect House. People who live around the prefect house are less insular since they meet more outsiders.

7. Blacksmith

Owned by Hagnir Oxkin and Oggo Craghorn, two elder male half-orcs using the **orc** stat blocks. They mostly make tools and sell simple weapons only. They adopted a one-armed half-orc "nephew" named Kago Oxhorn. They have raised him since he was a baby, his tribe abandoning him due to his absent limb. Kago is 14-years-old and dating Ginny Halfsail. Oggo and Hagnir strictly enforce that "as wonderful as little Ginny is, Kago is *not* allowed to stay the night at her inn!"

8. Halfsail House (Inn)

This four-bedroom house is the only location in Bellview that resembles an inn. It was built around a stone well, which rests in the basement with stored grains, sugar, and jarred jams. Two bedrooms are always in use, one by Ginny Halfsail and her two baby siblings (Tira and Lexie), the other by Ginny's two other, younger siblings (Regina and Max). Ginny is a 15-year-old human **commoner**. She and her siblings were orphaned after her mother died in childbirth. Their father died of a heart attack a month earlier. Though spiritually broken, Ginny continues to find ways to make a living for her family by working the sugar cane fields and renting the other bedrooms out. Her boyfriend is Kago Oxhorn, who can usually be found helping her around the house. Kago's uncles, Oggo and Hagnir, keep an eye on Ginny, ensuring her tenants that "two half-orc neighbors live very close by if you act out of line!"

Rent. Ginny charges 5 sp per room, then 2 additional sp per person after the first. Rent includes clean linens, free laundry service, and a hot meal of

syrup-glazed pork with cabbage and hard tack paired with rum.

Sahuagin. Ginny witnessed Big Sam's attack on the sahuagin while she was working in the sugarcane fields. The most terrifying sight was the Flagellant casting her horrific spells, whose image has given Ginny nightmares every night since. She told Deacon Grantham, who instructed her to keep quiet and that "the fish people will leave soon." She is afraid of them, but she knows that they live in Umberlee's cistern. She may snitch to the PC's if they gain her trust.

Stone Well. The well leads to the Hoard Room (Area 17) in Umberlee's Cistern. Neither Ginny nor the sahuagin have discovered this path. The water itself is salty (Ginny has to boil and distill it to drink) and void of bacteria, so she knows it doesn't connect to the sugar cane fields. The singular, curved tunnel connecting the Halfsail House to the Hoard Room is 200 feet long—almost impossible for anyone to traverse without drowning unless they're using magic or clever tricks.

9. Walter's House

A modest cottage near the center of town, this stone structure is where Deacon Grantham stays when he isn't at the docks, warehouses, or sugarcane fields. It is by far the most luxuriously decorated place in the whole town. Deacon Grantham uses the **priest** stat block.

10. Sugarcane Fields

These marshy fields are the source of Bellview's rum and sugar, and they can thrive in Bellview's location

due to Umberlee's blessing. With Dagon's influence steering the citizens away from Umberlee, the fields are dying.

Tryporanha Hydra. Dagon's curse has spread into the fields by infecting local plankton, mutating them into **tryporanha hydra (Appendix 2)**. These flesh-eating swarms infect others by burrowing into people's skin with their teeth, then metamorphosing into clumps of tryporanha hydra eggs. These eggs later hatch out of the victim's skin, usually an area below the knee. Anyone working in the fields will wear rubber, waist-high waders. Deacon Grantham has allowed the tryporanha hydra to infect several parts of his body, including his face, as personal penance for letting his people fall from Umberlee's sway. Unknown to him, the tryporanha hydra have dug all the way into his heart, infecting it in much the same way that Dagon infects Cera. He will die in a few months. Casting *cure disease and poison* removes the eggs from infected people. There is a 25% chance that anyone spending an hour in the sugarcane fields will come across a swarm of tryporanha hydra. They are harmless as long as they can't touch bare skin.

11. Farmers' Houses

The majority of Bellview's citizens live away from the town proper, typically raising pigs, cattle, and children. These families tend to be traditional, aggressive, standoffish, and paranoid—especially the men. PC's will pass these properties first when they enter by lands.

Playing the Pillars

COMBAT

Roughing up Deacon Grantham or certain NPC's can help reveal information piece-by-piece. If the players need to fight something, a **sahuagin** squad in a religious fervor can sneak out of the cistern and try to kidnap the Halfsail children as "morsels" for Dagon. Children's screams will alert the party.

EXPLORATION

There are two entrances to the cistern: one through the stone chapel, and one through the stone well. The top of Shark's Horn is a great place to survey the land. If the players are "stuck" on where to go, have Ollie hear Cera crying from deep in the caverns or have Big Sam cough up sahuagin body parts on the beach.

SOCIAL

The citizens aren't keen on visitors who stray beyond the town center, but those who live near the town center are more open to outsiders. NPC's still have an air of otherworldliness to them, occasionally dropping a phrase in Abyssal. The numbers 8, 9, and 89, are considered lucky numbers.

Episode 3: Umberlee's Cistern (Story Objective B)

Estimated Duration: 1 hour

Navigating Umberlee's Cistern (12-20)

Deacon Grantham owns these caverns that extend beneath Shark's Horn. Only a small percent are mapped out—nobody dares venture into the deeper tunnels. In decades past, these watery passageways served as a religious site for Umberlee, allowing Bellview a location to worship and bury their dead. The sahuagin intrusion has caused Deacon Grantham to forbid entry.

Lighting. Sconces for torches dot all walls except the Flagellant's Chamber (Area 20). The caverns are in complete darkness unless otherwise noted.

Terrain. The cistern is a rocky and eroded series of tunnels and rooms, but carved steps and handholds make descending the tunnels easier unless otherwise noted. Most connecting tunnels are around ten feet wide and ten feet tall.

Water Level. Water can be found in almost every room, and it varies from shallow (between a foot and five feet deep) and deep (greater than five feet deep). Treat shallow water as difficult terrain. The depths of the water may be adjusted in the Valve Room (Area 16).

Abyssal Scrawl. Chiseled and chalked Abyssal text cover the walls of the cistern locations. See the Abyssal Scrawl sidebar for more info. Occasionally, these scrawls are written 89 times by "truly devout" followers.

Prerequisites

Obtain Deacon Grantham's key to the cistern or break in. Ginny Halfsail can offer a way in through the well.

Story Objective B

Discover Cera Kamalla's fate and save her if possible. Reverse Bellview's curse by vanquishing the Flagellant.

Treasure & Rewards

- **Magic Items.** Candle of the Deep
- **Special Rewards.** Deacon Walter Grantham can offer trade goods such as sugar and rum for getting rid of the sahuagin.

12. Worship Hall

The stone stairs from the Cistern Entrance (Area 4) exit into this large stone chamber covered in etchings that idolize Umberlee. Many of these etchings have been vandalized with Abyssal scrawl. Two deep pools of seawater flank the north end, and a large pool of deep water dominates the south end. A marble statue of carved waves (Umberlee's symbol) rises from the south pool, but sahuagin have smashed it. Two snuffed out candles lie nearby; one is a magical unlit Candle of the Deep. A wooden door sits on the eastern wall.

Deacon Grantham led his services in this room. When not used for worship, men and women bathed here (separate pools for separate genders).

Secret Path. At the bottom of the south pool near the statue is a 30-foot underwater path that leads to the Hoard Room (Area 18). When Bellview patrons would throw coin offerings into the south pool, Deacon Grantham would use a long-handled broom to sweep the money down this path where it was deposited into the Hoard Room.

Abyssal Scrawl

Need a cryptic Abyssal phrase for the PC's to come across? Roll or pick from the chart below:

1. "Do not challenge the Flagellant."
2. "They call him Big Sam. He is no friend of ours!"
3. "Hail Dagon, ruler of the 89th!"
4. "89, 89, 89, 89, 89, 89, 89, 89, 89, 89..."
5. "Her heart will bear his face!"
6. "Grandest Dagon, if only I could offer my heart instead!"
7. "Glory to the parasite god. Glory to Cera Kamalla!"
8. "She who bears the Jade Shard yields the power."
9. "The Walter-man is no-food."
10. "No-raid the surface town. Not until the heart bursts."
11. "A beauty, mother Cera. She is the vessel."
12. "Forgive me, Flagellant. My soul is Dagon's. My eyes and tongue are now yours."
13. "Dagon, rider of blood and veins, welcome your bestial reliquary to your new world!"
14. "We are the 89 waves that drown the earth."
15. "The Walter-man took the Jade Shard. Now the Jade Shard will take the Walter-man's people!"
16. "We are but half now. Big Sam-shark took us."
17. "Sekollah be damned—Dagon reigns now!"
18. "The Bitch Queen Umberlee wanes. The god-titan approaches."
19. "Blessed be the swine offerings from the Walter-man."
20. "89 centuries on a throne await the Fever of the Sea."

13. Descending Stairs

These stairs descend downward about 20 feet in a wide spiral. The lowest portion is covered in water one foot deep.

14. Crypt

Stone caskets line the walls in this rectangular room. Dead members of the town are buried down here, and a foot of water lines the whole floor in accordance to Umberlee's religious custom. Almost all of the caskets have been looted with several lids lying crumbled on the ground and corpses flung all over the place.

Deep Crypts. Two of the crypts are large family crypts. Older families put all their dead into one tomb that goes back for generations. The bottoms of these crypts are wet, mildewed, and covered in rampant bones.

Treasure. A successful DC 12 Intelligence (Investigation) check finds an unlit Candle of the Deep and a tattered Umberlee banner at the bottom of another.

Traitor. A **sahuagin** named Kek'kishka the Third of Scale has been entombed alive in one of the caskets. He has been trapped for a week and is near death at exhaustion level 5. He spoke against the Flagellant, exposing his still-remaining faith in the Sahuagin god, Sekollah, and was punished accordingly. He is willing to assist the PC's if they help him recover since he hates what Dagon has done to his people.

15. Crypt/Valve Hall

This hall extends from the Crypt (Area 14) to the Valve Room (Area 16). The water grows murkier on the Valve Room side.

16. Valve Room

This 35-foot tall room is nearly filled with murky water, leaving only five feet of air near the ceiling. The water is too dirty to see through, but there is a patch of rock raised 30 feet up that bridges to the other side where a rusty, iron valve is mounted to the wall.

Valve. Turning the valve causes an unseen intake tunnel to close off, lowering the water level throughout the whole area. In 10 minutes, the water will recede: deep water becomes shallow water, and shallow water becomes dry land. This effect can be reversed by turning the valve back.

Crabs. A cluster of small crabs is attached to the edge of the rock bridge. If undisturbed, they stay still. If a PC falls slips off the edge of the bridge or

lowers the water level to expose them, they will attack. They use the **swarm of insects** stat block, but are amphibious, allowing them to breathe air and water.

Hidden Path. A hole near the southwest corner of the room is still hidden even if the water is lowered. It can be found by passing a DC 15 Intelligence (Investigation) check and actively searching the area. Any creature of small size or smaller can fit through the hole.

17. Valve/Horde Tunnel

This 30-foot-long path connects the Valve Room (Area 16) and the Hoard Room (Area 18). Only creatures of small size and below can fit through it.

18. Hoard Room

This room is 35 feet in diameter and 20 feet tall. It is deeper on the western end than on the eastern end. This open room is where Deacon Grantham swept the offerings from the Worship Hall (Area 12).

Treasure. Sacrifices of precious heirlooms sit in a pile near the tunnel leading into this room from the Worship Hall. The items are corroded and rusted together in a giant mass, nearly useless. Deacon Grantham has been unable to collect it since the sahuagin invaded.

Tryporanha Hydra. A batch of **tryporanha hydra** (Appendix 2) eggs nestled in the shallows will hatch and attack the closest PC to step into the water.

Tryporanha hydra

Speed swim 20 ft.

Water Breathing. The swarm can only breathe underwater.

Infectious. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be infected with tryporanha hydra eggs. A creature infected suffers disadvantage to ability checks until they take a long rest and the eggs hatch allowing the new larva to escape. A lesser restoration will also remove the infection and kill the larva.

19. Toad Trap Hall

This hall will be very hard to traverse if it stays filled with deep water. There is a fork in this hall: one path leads deeper into the caverns, the other leads to a dead end holding a captured **giant toad** tethered to a chain leash that prevents it from bypassing the fork. The toad will attack anything that gets too close to it.

Swing Door Trap: The sahuagin have a cunning trap meant to redirect intruders towards to toad. A

swivel door is disguised to resemble the stone walls. When PC's have passed by (heading to the giant toad room), two **sahuagin** hiding on the eastern side of the door will swing the door, blocking off the dead-end path and exposing the real path—trapping the PC's in the dead-end path with the toad. PC's can notice the disguised swivel door with a DC 20 Intelligence (Investigation) check, or you can have the sahuagin roll Dexterity (Stealth) at advantage against your party's Passive Perception to see if the PC's notice the sahuagin behind the fake door. The door can be shattered with a DC 20 Strength (Athletics) check or unlocked with thieves' tools and a DC 20 Dexterity (Sleight of hand) check.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove either the toad or the trap altogether.
- **Weak:** Only one sahuagin is involved in the trap.
- **Strong:** The sahuagin uses the door to split the party.
- **Very Strong:** The sahuagin splits the party with the door to a massive degree, such as one PC trapped with the toad or one PC trapped in the hall with the sahuagin.

20. Flagellant's Chamber

The Toad Trap Hall (Area 19) leads into this 60-foot-high, 40-foot-wide, 80-foot-long rock chasm. The water is shallowest in the southwest and northeast section. Four **sahuagin** praying to Dagon are stationed around the chamber. A fifth sahuagin, the Flagellant, shouts joyous praises into the sky.

Cera Kamalla and Dagon. The missing Emerald Enclave **druid** lies unmoving on a pedestal on the dry land in the northeast. Dagon's kraken has just emerged from her chest cavity, fully infecting her heart with malice. Immediately upon entering the Flagellant's chamber, the PC's will witness a large,

pulsing, neon-glowing, tentacled creature—Dagon's emissary—slinking into the water and disappearing down a tunnel. Cera is actually alive, even with her heart and full circulatory system removed. Her veins and blood are replaced with coral and seawater, and the Jade Shard that started the whole apocalypse pulses in her ribcage where her heart used to be.

Dealing with the Flagellant

A tall, horrifying wretch, the **Flagellant (Appendix 2)** sports a seining net shawl laced with baubles, charms, and bones. She kneels over Cera, assuring the druid that her name is being sung by all choruses in the 89th hell. If the PC's don't stop the Flagellant within an hour of the kraken's emergence, the Flagellant and her sahuagin raid the surface in revelry, then return below to take Cera and follow the kraken's trail. The Flagellant engages the PC's with a host of spells, trickery, and lackies to do her bidding.

The Flagellant

Languages Abyssal, Common

Whalespine Staff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands to make a melee attack.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the Flagellant's 3rd and 4th level spellcasting abilities and spell slots.
- **Weak:** Remove the Flagellant's 4th level spellcasting abilities and spell slots.
- **Strong:** Two more sahuagin are hiding in the water near Cera Kamalla. They emerge when the fight starts.

Playing the Pillars

COMBAT

The sahuagin have a huge advantage in the water. The Flagellant has several teleporting spells that she can use to evade close combat.

EXPLORATION

Lowering the water level will help tremendously. Keep in mind that the sahuagin have darkvision, so the Flagellant's chamber is unlit, but Dagon's kraken glows like bioluminescent fish, so he lights up the room when the party first looks in. PC's using only torches will need to relight them if they submerge fully in water.

SOCIAL

Having Ginny or Deacon Grantham (better if both) on the party's side can help since they know the cistern's layout. Abyssal speaking PC's may convince the Flagellant that they are allies, but she'll see through their ruse quickly.

Wrap-Up: Concluding the Adventure

Dagon's aspect is let loose onto the world, but the characters have satisfied their end of the deal with Domri Kamalla: they found his great-granddaughter and, hopefully, saved her life. Cera will be dazed, her time with the sahuagin coming off as a fevered nightmare, but she has a connection with Dagon—she acted as host to his aspect, and it may destroy the Moonsea just as she hoped, but she doesn't need to let the party know that. Playing a helpless damsel can prove beneficial to her.

But a terror is loose! And it's still weak, not fully grown into a kraken beast. It's time for the characters to rest up, don their best gear, and get back into the cistern. If they can catch Dagon's aspect before it finds its way into the Moonsea, there may be a chance to stop it.

Depending on how you end the adventure, Bellview can be a mess of maddened civilians and corpses, or it can be thankful for the party's actions. Deacon Walter Grantham's fate is up in the air—is he outed for keeping the sahuagin a secret, or is he a tragic character who was given unfair choices? Or, did the party feed him to Big Sam?

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **story** objective **that** they complete, as follows:

- **Story Objective A:** Uncover what happened to Cera Kamalla and return her to the Emerald Enclave.
- **Story Objective B:** Defeat the sahuagin beneath Bellview.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Bag of Holding. This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. This item can be found in **Appendix 4**.

Candle of the Deep. The flame of this candle is not extinguished when immersed in water. It gives off light and heat like a normal candle. This item can be found in **Appendix 4**.

Story Awards

Characters playing the adventure may earn:

Touched by Dagon. Keeps track of how many jade shards the character has collected. More information can be found in **Appendix 5**.

Dungeon Master 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 adventure's **player rewards**.

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.

- **Ginny Halfsail.** LG Human female, 12. Skinny 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. Oldest of five children. Knows of the sahuagin presence.

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.

- **Harriet Ogden.** LE Human female, 70's. A retired Zhentarim auditor, Harriet has a cushy job as the prefect overseeing Bellview's taxing/tariffs. Knows Thieves' Cant. Walter "does the books" now instead of her. She spends most of her time staring into the sea, awaiting "the new monster who will wipe out the old monsters."

Personality: Aloof, tranquil, educated.

Ideal: Acceptance. The Zhentarim are old news.

Bond: "The new god of the sea." A new world with a new king is coming.

Flaw: Aloof. What's the point anymore?

- **The Flagellant.** CE Sahuagin female, 140's. Clad in baubles, seaweed robes, and wielding a whale-spine staff, the Flagellant is summoning Dagon's kraken into the world. Seeks glory in the Abyss. Doesn't fear death. Knows common, and speaks in a gargled, sputtering voice.

Personality: Ancient, cantankerous, dominant.

Ideal: Glory. Seeks a noble position in the Abyss.

Bond: Dagon. He is the key to salvation.

Flaw: Jealousy. Keeps a small, ill-equipped garrison so no other powerful agents can share her success.

- **Seamus Crawler.** CE human male, 30's. A slowly maddened citizen who rallies the men of the town to revolt against the party once Dagon's kraken enters the world.

Personality: Clouded, sneering, inciting.

Ideal: Duty. Dagon demands action NOW!

Bond: "I have no authority but to the demon lord of the 89'th plane."

Flaw: Brash. He's getting several men killed.

- **Deacon Walter Grantham.** NE Human male, 50's. 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.

Appendix 2: Creature Statistics

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

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

Cultist

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The Cultist has advantage on saving throws against being charmed or frightened.

Actions

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

Druid

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

Sahuagin Priestess (The Flagellant)

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (Natural Armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Perception +6, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 3 (700 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 she 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 her, using a limited telepathy.

Spellcasting. The sahuagin is an 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

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

1st level (4 slots): *bless*, *detect magic*, *guiding bolt*

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

3rd level (3 slots): *mass healing word*, *tongues*

Actions

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

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

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

Giant Shark

Huge beast, unaligned

Armor Class 13

Hit Points 126 (11d12+55)

Speed 0 ft., swim 50 ft.

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

Skills Perception +3

Senses darkvision 30ft., passive Perception 10

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 Toad

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10+6)

Speed 20 ft., swim 40 ft.

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

Senses darkvision 30ft., passive Perception 10

Languages –

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can only have one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

Javelin. *Melee or Ranged Weapon attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8+5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Raven

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4-1)

Speed 10 ft., 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 0 (10 xp)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 1 piercing damage.

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12

Hit Points 22 (4d8+4)

Speed 30 ft., 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 120 ft., passive Perception 15

Languages 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:* 3 (1d4+1) piercing damage.

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

Spear. *Melee 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.

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 xp)

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

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

Actions

Multiattack. The spy makes two melee attacks.

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

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

Swarm of Insects (Tryporanha Hydra)

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (Natural Armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

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

Damage Immunities bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive perception 8

Languages —

Challenge 1/2 (100 XP)

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

Actions

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

Treant

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 xp)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant does double damage to objects and structures.

Actions

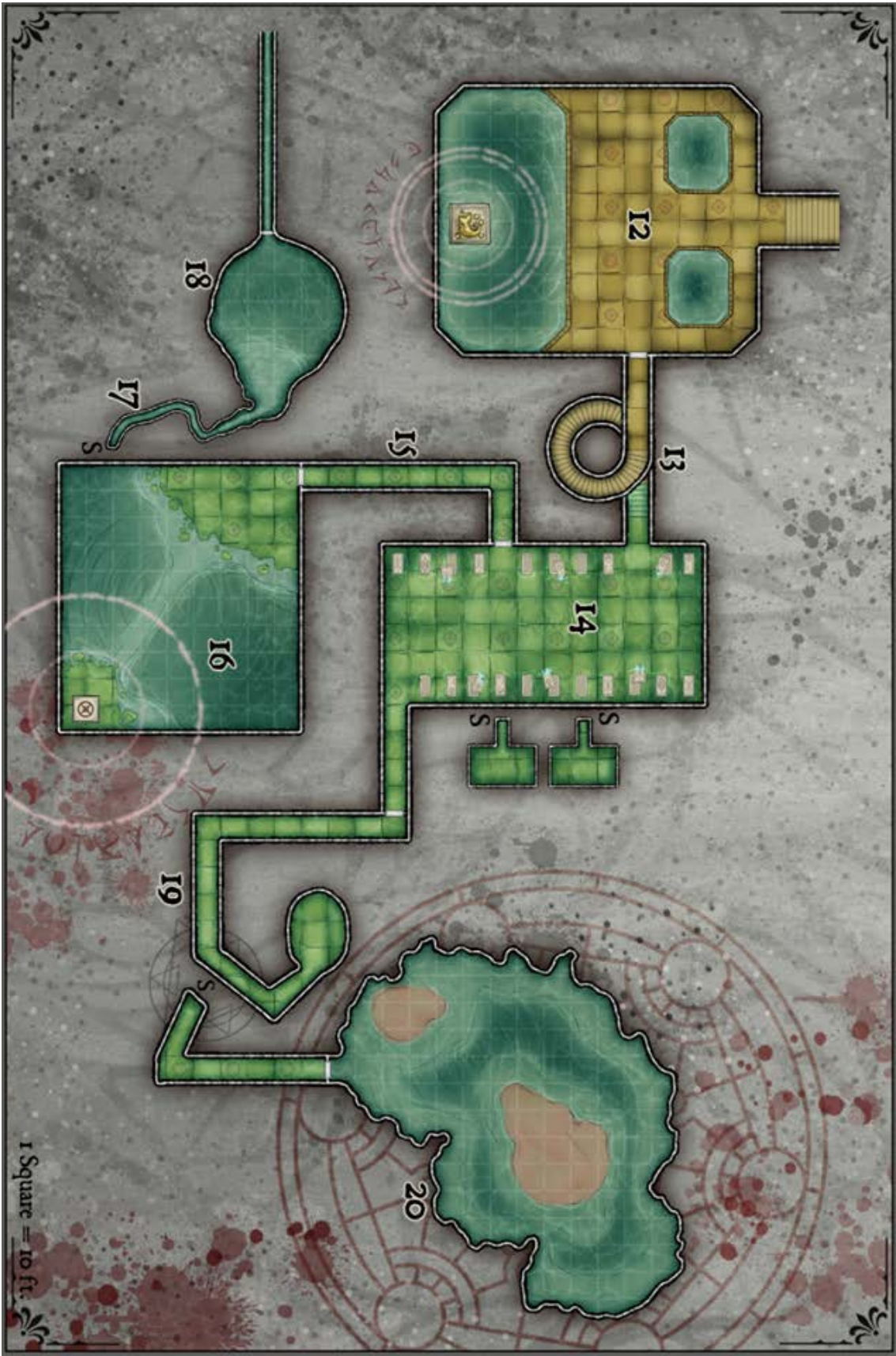
Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Appendix 3: Map (Umberlee's Cistern)



Appendix 4: Magic Item

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

Bag of Holding (Table A)

Wonderous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened. This item is found on **Magic Item Table A** in the *Dungeon Master's Guide*.

Candle of the Deep (XGtE)

Wonderous item, common

Tier 1, 2 treasure checkpoints

The flame of this candle is not extinguished when immersed in water. It gives off light and heat like a normal candle. This item is found in *Xanathar's Guide to Everything*.

Appendix 5: Player's Handout (Story Award)

Touched by Dagon

Keeps track of how many jade shards the character has collected. Circle the number of jade shards your character has collected.

1 2 3 4 5 6 7 8 9 10 11 12 13

Appendix 6: 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