



# Heart of the Storm

## A Moonsea Adventure



The city state of Thentia is plagued with relentless storms, with no sunlight in sight. The local wizards believe that the weather may be linked to a sunken ruin and the previous expedition has gone missing. Will the party be able to rescue the adventurers and clear the skies once and for all? A Two-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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# Adventure Primer

*"They Invent their own gods... The very definition of insanity."*

- Sabal Mizzrim of Menzoberranzan

The Heart of the Storm is an adventure for three to seven 1st to 4th level characters, optimized for five 3rd level characters.

## Background

Centuries ago, when the ancients dominated Faerûn and humans were yet to establish their first settlements, there existed a subrace of elves known as the Alu'Tel'Quessir, also known as the aquatic elves. These denizens of the oceans attempted to coexist in peace with others but were ultimately dragged into world-spanning conflicts that weakened them forever. As their influence lessened, many of them left Faerun for the Elemental Plane of Water, abandoning their underwater settlements which, to this day, hold secrets that puzzle even the greatest minds of the modern era. Others, however, decided to stay and integrate into elven and human societies, passing down genes that would occasionally manifest in future generations, displaying traits of a culture long forgotten.

With their inhabitants gone, many of these underwater enclaves would soon become shelter to the creatures that made the seabed their home, from the gentle merfolk to the savage sahuagin. Yet, just as their traditions have been forgotten, the power of these ancient buildings was, too, unused and underappreciated by those who came to call them home. The ancient magic and long-lost rituals that once moved oceans and opened gates to different worlds were simply out of reach for most creatures.

And yet, something has changed. While the Moonsea is not known for its attractive climate, something is amiss as relentless storms continue for weeks on end. The city state of **THENTIA** is, as a result, currently in a state of ruin, with its famous fleet completely destroyed. A nation dependent on the sea for both its sustenance and trade is being devastated by a mysterious power that both clerics and wizards cannot explain. As a result, a local adventuring party, **THE GOLDEN TROUT**, was hired to find the source of it and deal with the storms.

As a week has gone by and all means of contacting the adventurers have failed, **RANDAL ELEROS**, the representative of the Wizards' Guild, is looking to hire a second team, one meant to rescue the missing crew and resolve the problems once and for all. Having linked the weather to an ancient sea elf settlement located in **SEYLLAN'S DESCENT**, he

believes that it all must be the result of ancient magic gone haywire. What he doesn't know, however, is that a tribe of Kuo-toa has overtaken the settlement and has, by accident, began reopening a portal to the Elemental Plane of Water. The destructive, uncontrolled magic is powerful enough to devastate the region, should the second party prove incapable of stopping the ritual.

## 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. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure.

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: Clouds over Thentia.** The characters meet Randal Eleros, a half-sea elf and a representative of the local Wizards' Guild. They are informed of the disappearance of the previous adventuring party and are provided with a ship and a *Water Breathing* spell, giving them a day to resolve the issue. This is the **Call to Action**.
- **Episode 2: Deepwater Dive.** The characters' journey begins as they venture into the depths of Seyllan's Descent, a coral reef featuring the ruins of an ancient sea elf settlement. Their visit is interrupted by a pair of Kuo-toa noble guards, as they try to expel the party from this holy site. This is **Story Objective A**.
- **Episode 3: A Ritual in Progress.** The characters continue their assault on the settlement, breaking into the main chamber and interrupting a ritual in progress. They destabilize the portal and defeat the leader of the Kuo-toa, saving Thentia and the Moonsea from a waterborne catastrophe. This is **Story Objective B**.

## Bonus Objectives

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Like Fish in a Net.** The Golden Trout, not expecting resistance and taken by surprise by the Kuo-toa, are now imprisoned and scattered around the complex. The characters will

have to outwit the enemy to save them all. This bonus objective is found in **Appendix 1**.

- **Bonus Objective B: Before the Fall.** As the characters explore the ancient ruin, they discover the secrets of its original inhabitants and find out what originally drove them out of their homes. This bonus objective is found in **Appendix 2**.

## Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes 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 utilizing the **bonus objectives**.

**Story Objectives Only.** To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

**Bonus Objectives.** You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

## Adventure Hooks

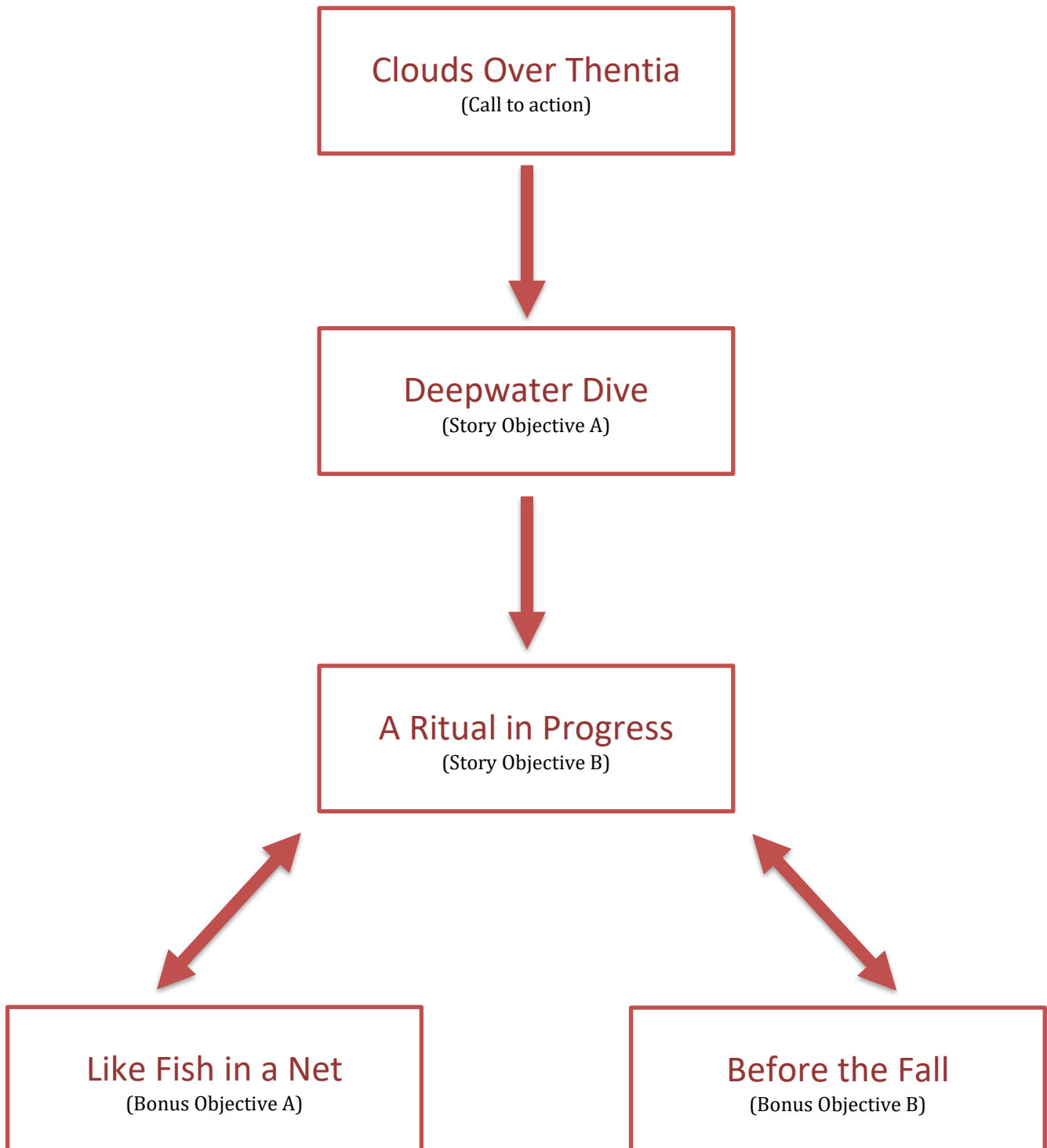
While the player characters could have arrived from anywhere in Faerun, consider some of the following hooks to help set the tone for the adventure:

- **Worried locals.** Some of the characters are native to the Moonsea and are finding the storms increasingly worrying. Dealing with them now will help them secure their homeland.
- **Adventurers for hire.** Having heard of the Golden Trout's defeat, the characters yearn for glory and riches that come with saving Moonsea from an unspeakable threat. They meet with Randal as asked for in the advert.
- **Coincidental rescuers.** While Randal's call for help did not yield any results, the characters just so happened to be enjoying a drink or two at the tavern. Having overheard of the wizard's plight, they decided to step in and help out.



## 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: Clouds over Thentia (Call to Action)

*Estimated Duration:* 20 minutes

## Scene A. A Night out in Moonsea

Following the *Golden Trout's* disappearance, the Wizards' Guild of Thentia has deemed it appropriate to look for more experienced heroes to handle the matter and rescue their coworkers. Unfamiliar with the adventurers' lifestyle, the guild has sent out a literal call to action, promising fame and monetary rewards to all willing to help. Their representative, Randal Eleros, chose *Haddock's Harbor*, a small seaside tavern, as the meeting place for the evening.

### Area Information

This area has the following features:

**Dimensions & Terrain.** Well over a thousand square feet in size, the tavern's main hall is full of tables and bar stools, leaving little empty space in favor of more customers. The crowds make it hard to maneuver but are helpful if one was to try to go unnoticed.

**Lighting.** Despite being early morning, all of the tavern's chandeliers are lit, covering the hall in a candlelight glow. The unrelenting mass of clouds outside makes the city dimly lit, even during the daytime.

**Other Features.** *Haddock's Harbor* is a small, seaside tavern commonly used by sailors and adventurers. While it has a reputation for not going a day without a brawl, it offers good food and even better drinks, all at a reasonable price.

### Creatures/NPCs

Randal Eleros (LG male half-elf **mage**) is a member of the Wizards' Guild and one of the association's youngest mages. His sheltered upbringing within the walls of the compound made him oblivious to the outside world, but he's well-meaning and ever curious. He has initially ventured out of the guild to investigate his sea elven heritage, manifested in his unusual cyan skin, but, as he grew attached to the locals, he became a full-time representative concerning all arcane matters.

**Objectives/Goals.** Randal is deeply concerned for the well-being of the *Golden Trout*, but he understands that the safety of the city comes first. He will implore the characters to venture to *Seyllan's Descent*, where he believes an underwater ruin holds the key to solving the mystery of this supernatural weather. He will also ask that the party searches the area for the missing adventurers, should they have the opportunity to do so (see Bonus Objective 1).

Once the party agrees to his request, he will bless them with the *Water Breathing* spell, which he has prepared, giving them 24 hours to finish their objective. Additionally, he will lead them to the docks, where they will be able to find a boat that will take them to *Seyllan's Descent*.

**What Does He Know?** Randal is aware of the following information, which he will share with the party if questioned:

- The ruins at *Seyllan's Descent* are completely underwater, with an entrance to them situated atop a coral reef. While he hasn't had a chance to visit them, he believes them to be abandoned.
- The ruins were originally a sea elven settlement and they harbor powerful, ancient magic. He would not be surprised if this weather was the result of some of it going haywire.
- The *Golden Trout* is an experienced adventuring party, numbering 4 members – 2 halflings, an elf and a half-orc. They left Thentia a week ago and all means of contacting them have failed.
- In terms of transport most of Thentia's impressive fleet was destroyed during the storms, but some of the smaller fishing ships remain. The guild has hired a vessel which will take them to the sea and stay in the area for a day, waiting for the characters to emerge from their dive.

### Call to Action

The objective of this adventure is to venture into the compound located at *Seyllan's Descent* and stop the weather from getting any worse. Failure could mean Thentia's complete annihilation.

### Underwater Combat

As this module features a mixture of land- and water-based combat, it would be best to make sure that all the players are aware of the rules of underwater combat (available on page 198 of the *Player's Handbook*). Should the players be missing equipment, Thentia is a large city and has all the basic items found in the *Player's Handbook* for sale at the default price.

## Episode 2: Deepwater Dive (Story Objective A)

*Estimated Duration:* 50 Minutes

### Setting Description

In this episode the characters surveil Seyllan's Descent and face their first enemies, fierce Kuo-toa knights. They search the underwater hill for an entrance into the compound, then, having avoided both manmade and natural hazards, enter the ruin.

### Prerequisites

The characters have accepted Randal's quest and have arrived at Seyllan's Descent.

As the characters surveil their surroundings, read or paraphrase the following:

As you take a look around you, restless waves crash against the puny fishing vessel's hull. The waters are dark and unwelcoming, but a strange underwater light source confirms your suspicions – whatever is happening down there is not natural. A thin beam of light shoots upwards, piercing the waters and reaching into the sky, betraying the ruins as a source of the weather. The deckhands seem worried, but they assure you that they will patiently await your return.

The journey out into the sea took the characters approximately 2 hours, leaving them with around 22 hours of the *Water Breathing* blessing.

### Story Objective A

In this episode the party must:

- Defeat the Kuo-Toa knights that guard the underwater hill.
- Successfully find the entrance to the compound and survive the many traps that surround it.

### Area Information

This area features:

**Dimensions & Terrain.** The ancient elven ruin lies atop an underwater hill, approximately 100 feet deep. The hill itself is surrounded by a plateau, over 1000 square feet in size. To the north of it grows a sizeable kelp forest, while to the south the plateau lies a sudden drop into the depths of the sea. A map of the area can be found in **Appendix 3**.

**Lighting.** As the clouds gather overhead, there is little to no light underwater. The only area dimly illuminated is the top of the hill, thanks to the

supernatural beacon of light. The rest of the sea is covered in darkness.

### Scene A: Unwanted Guests

The hill is littered with remains of the ancient elven civilization, with impressive arches and crumbling pathways. A handful of seabed critters like crabs and octopi have made the ruin their home and, as the characters venture forth, they scatter, disgruntled with the visitors. While at first the location seems abandoned, shortly after the characters arrive a welcoming party sets off to meet them – a pair of Kuo-toa guards mounted atop giant seahorses.

### Creatures/NPCs

The two **Kuo-toa Whips** are mounted atop **Giant Seahorses** and are wearing bits and pieces of ancient elven armor – while useless, it makes them look more dangerous. Fancying themselves noble guards, they approach the intruders with confidence, ready to fight despite being outnumbered.

**Objectives/Goals.** The Kuo-toa are tasked with protecting the compound and will guard it with their lives. They approach the party, demanding their immediate surrender, speaking broken Undercommon.

**What Do They Know?** The Kuo-toa are mad and unwilling to talk, but if magically compelled they know how to enter the compound safely (see **Scene B**) and know that their high priest is currently working on opening a portal that will reconnect them with their goddess, Blipdoolpulp. They know that an adventuring party came by earlier and was defeated. They are scattered around the compound to be sacrificed once the ritual is complete.

If Kuo-toa are defeated, the Giant Seahorses attempt to flee and are not hostile. If communicated with, they let the party know they were forced into servitude.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **Kuo-Toa Whip** and a **Giant Seahorse**.
- **Weak:** Remove a **Kuo-Toa Whip** and a **Giant Seahorse** and instead add 2 **Kuo-Toa**.
- **Strong:** Add 2 **Kuo-Toa**.
- **Very Strong:** Add an additional **Kuo-Toa Whip** mounted on a **Giant Seahorse**.

## Scene B: Underwater Hills

As the characters defeat the Kuo-toa they are free to explore the hill, which has the following features:

### B1. Giant Conch Shell

On the eastern edge of the hill lies a sizeable conch shell, over 15 feet tall and 20 feet long. While the characters may be tempted to search it for valuables, it is home to a **Giant Crab** who's not interested in having guests over. It may be pacified with a successful DC 13 Wisdom (Animal Handling) check or chased away by passing a DC 15 Charisma (Intimidation) check. Unfortunately, the shell contains nothing but a handful of rusted, ancient trinkets, worthless to all but the most dedicated collector.

### B2. Ruined Outpost

At the base of the hill, adjacent to the crumbling pathway that once took the guests to the settlement, lies a sizeable ruin. While its contents have been scattered by the currents, the more investigative members of the party may be interested in the fate of the sea elves. Searching the location and passing a DC 13 Intelligence (Investigation) check reveals a damaged mural underneath a thick layer of moss. When the characters discover it, read or paraphrase the following:

As you finally scrape clean the last panel of the mural, a majestic, if damaged, piece of ancient art becomes visible once again. These hieroglyphic engravings seem to portray everyday lives of the sea elves, from fishing alongside dolphins to defending their livestock from the Kuo-toa. However, among the ancient decorations, a more recent image stands out – a swirling mass of tentacles which seems to be descending on the settlement, hastily scratched into the wall.

### B3. Rugged Hilltop

As the characters approach the hilltop, they discover the origin of the aforementioned light source, a small circular vertical opening which makes the whole settlement resemble a volcano. Barely over 15 feet in diameter and over 20 feet deep, it seems to lead down to an inner courtyard, but its edges are covered in sharp, stone-like coral. The characters have a handful of ways of bypassing this obstacle:

- A character may attempt to swim downwards, dodging coral along the way. This can be done by passing a DC 13 Dexterity (Acrobatics) check and creatures with an innate swimming speed have advantage on the roll. Those who fail their check take 5 (2d4) slashing damage on their way down, as they are cut to pieces by the sharpened coral.
- The path can be cleared using bludgeoning, thunder or force damage, as the stone-like corals are immune to other types of damage. They are classified as a large object with an Armor Class of 13 and 27 hit points (see page 247 of the *Dungeon Master's Guide* for more rules concerning objects).
- The characters can look for a safe passage among the corals, which can be found by passing a DC 15 Wisdom (Perception) check. A success reveals a pathway featuring dull, broken down corals, most likely previously used by the Kuo-toa.

As the characters make their way into the courtyard, they are faced with an ancient stone door and a shimmering barrier. With access to the central compound, move to **Episode 3**.

## Playing the Pillars

### COMBAT

The fight with the Kuo-toa guards should be challenging, but if the characters are still itching for a fight, consider adding more of the local fauna to the encounter, in the form of **Giant Crabs**, **Reef Sharks** and the like, perhaps attracted by fresh blood in the water.

### EXPLORATION

The hill provides plenty of opportunities to go exploring, from scavenging the ancient ruins for trinkets to looking around for alternative passages. Should the party venture too far, you may stress the importance of their mission and emphasize the darkness of the depths.

### SOCIAL

The Kuo-toa are evil, but they are also overconfident and arrogant. Characters may attempt to trick them into giving them information they normally wouldn't share. Alternatively, those who can talk with animals, may gain additional information on their surroundings that way.



## Episode 3: A Ritual in Progress (Story Objective B)

*Estimated Duration:* 50 Minutes

### Setting Description

In this episode the characters enter the abandoned settlement of the sea elves and avoid its many traps on their way to the portal chamber. There, they encounter the boss of the Kuo-toa and, following an intense battle, they interrupt the ceremony that has been causing the aforementioned supernatural storms.

### Prerequisites

The characters have successfully located the entrance in the complex, as described in **Episode 2**.

### Story Objective B

In this episode the party must:

- Defeat the leader of the Kuo-toa and interrupt the ritual, stopping the storms from destroying Thentia.

### Area Information

This area features:

**Dimensions & Terrain.** The elven ruin was made with medium creatures in mind and its corridors are still free of rubble, making them easy to traverse. Thanks to the ancient elven magic the majority of the complex is dry, but some of the areas are underwater as some of the wards have expired. A map of the area can be found in **Appendix 4**.

**Lighting.** As the Kuo-toa can see in the dark, the complex is shrouded in darkness. The characters will need to provide their own sources of light, save for a few chambers which are shrouded in candlelight.

### Scene C: The Entryway

As the characters arrive in the inner courtyard, read or paraphrase the following:

Having ventured past the corals, you are welcomed by an open courtyard which one day may have been an underwater garden. A ruined fountain stands in the center of the area, with banks of overgrown kelp surrounding it. The stone door leading into the compound is sizeable and featureless, save for runes resembling ancient writing surrounding it. While the courtyard is submerged underwater, it seems like the door itself is completely dry.

As the characters investigate the area, it is inevitable that they notice a faint, shimmering barrier within an arm's reach of the door, extending in all directions. When touched, it resembles a bubble, preventing movement and softly pushing the characters away. The characters may pass using any of the following techniques:

- Passing a DC 13 Wisdom (Perception) or Intelligence (Investigation) lets the character read the engravings. The text was written in Thorass, or Old Common, and is similar enough to common to be understood without the need for magic. The following was engraved into the stones: *"Come in peace, honored guests. Stow your weapons away, for you will not be needing them here. Let us partake of the bounty of the seas."* Any character who attempts to cross the barrier empty handed will automatically succeed.
- Alternatively, the characters can attempt to cross the barrier by force. Passing a DC 13 Strength (Athletics) check is enough to get through, as the ancient runes have long faded away. As soon as one character succeeds, the barrier is weak enough to be crossed effortlessly, but still prevents water from entering the compound.

As soon as the characters cross the barrier, the ancient stone door opens on its own, revealing an equally ancient corridor, shrouded in darkness. They now can access the entire compound and are free to explore it at their leisure.

### DM Tip

As the bonus objectives can be seamlessly accessed by exploring the compound, make sure to adjust it given the time constraints. Entryways to the objectives you won't have time for can be, for example, collapsed, to ensure that you will have enough time to finish the module.

### C1. Outer Outpost

The door to this chamber lies open, rendered immobile with the passing of time. While originally it was used by the sea elves to store supplies and hunting gear, as made clear by the engravings on the walls, it is now a storeroom for the Kuo-toa for their primitive weapons. It holds two *Spears*, three *Shields* and two *Nets*, all worthless and of poor quality.

## C2. Kuo-toa Nest

As the characters enter this chamber, read or paraphrase the following:

This sizeable chamber seems to be the nest of the Kuo-toa, given the abundance of foods and bedding scattered across the floor. A combination of animal skin and kelp has been fashioned into ten primitive bedrolls and seafood in various stages of decay litters the ground.

Characters interested in investigating the area will note a handful of interesting items, from handmade statuettes carved from coral resembling women with crayfish heads to seashell necklaces.

- A successful DC 15 Intelligence (Religion) check reveals the statuettes to be of the Kuo-toa's goddess, Blipdoolpulp – a monstrous deity that came to be thanks to their madness.
- Additionally, a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check reveals a secret door which leads to C2. The door is locked and requires a successful DC 13 Dexterity (Thieves' Tools) check to be quietly opened, or DC 15 Strength (Athletics) check to be forced open.

## C3. Kuo-toa Hatchery

This secret area is full of water-bearing containers, such as stone bowls and waterlogged barrels, as well as what looks like an elven alchemist's table in the right corner of the room. Further investigation reveals that the water is fled with Kuo-toa eggs, all carefully arranged and in various stages of growth. The alchemist's table is covered in notes, but they are written in Undercommon and make little to no sense. The components on the table are worthless and range from rotting kelp to shattered pearls. A successful DC 13 Wisdom (Perception) check reveals a secret stone drawer which contains a *Healer's Kit* and a *Potion of Healing*.

### DM Tip

Should the characters be fatigued following the previous scene, the Kuo-toa Nest makes for a fine resting place. The characters should have plenty of time left and, if wounded, will find the next encounter very difficult.

## C4. Trapped Corridor

This semicircular corridor features a trap of the Kuo-toa's making, strategically placed midway. A successful DC 11 Wisdom (Perception) check is required to notice that a 15-foot long segment of the

corridor has had its tiles replaced with large flat stones engraved with images of different seabed creatures. Additionally, a successful DC 13 Intelligence (Investigation) check reveals that the ceiling has been weakened and that something has been placed underneath it. The characters can bypass this trap in a multitude of ways, including:

- When investigating the tiles, the characters will notice that four different animals have been engraved on them – octopi, sharks, pufferfish and crayfish. Walking on crayfish alone lets the characters bypass the trap without triggering it. This can be deducted using previously found items or spotted with a successful DC 15 Intelligence (Investigation) check, as those tiles have less moss on them than other ones.
- Characters with 15 Strength or more can jump across the entire trap by performing a long jump.
- The tiles can be disabled by passing a DC 15 Dexterity (Thieves' Tools) check, but failure triggers the trap.

When triggered, the trap shatters the ceiling, causing toxic kelp to fall from it. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) acid damage from the highly acidic kelp.

## C5. Abandoned Guard Room

This chamber used to have a stone door that lead to the outside, but time and heavy use have rendered it immobile. It features an elaborately engraved stone bench, covered in imagery close to the sea elves. An armor rack on its northern wall holds remains of the elves' armor, breastplates crafted using corals and seashells, but unfortunately, they have been ruined over the years of misuse. Additionally, a DC 15 Wisdom (Perception) check reveals a secret passage which leads to Area C6.

## C6. Ritual Chamber

As the characters enter the final chamber, read or paraphrase the following:

Shrouded in candlelight, this massive chamber is full of Kuo-toa, all gathered around a shimmering portal. The gateway seems inactive, hovering in suspension between three columns. By the northern wall stand a much taller, bulkier looking Kuo-toa who must be their leader. When he notices you, he leads out an ear-piercing screech, as he readies for battle. "*You will not stop us! Not when we're so close!*" He shouts, as the portal shimmers with newfound energy.

In this encounter, the party must battle the Kuo-toas while avoiding the hazards that come from the portal. The leader, Perrasdug, is a Kuo-toa Monitor holding a *Decanter of Endless Water*, while scattered around the chamber are 5 Kuo-toas.

### Creatures/NPCs

The leader, Perrasdug, is a **Kuo-toa Monitor** holding a *Decanter of Endless Water*, while scattered around the chamber are 5 **Kuo-toa**. They are not ready for combat and are not carrying *Spears* or *Shields*.

**Objectives/Goals.** Perrasdug knows that without him the Kuo-toa will never be able to finish the ritual and therefore stands back, blasting the characters with the Geyser from the *Decanter of Endless Water*. He attempts to knock down as many characters as possible to make it easier for his allies to attack them. He will engage enemies who attack him in melee combat and will charge into battle once half or more of the Kuo-toa are dead.

**What Do They Know?** Perrasdug knows that the portal is dangerous and attempts to avoid it in combat. His madness drove him to believe that if he manages to stabilize it, he will be able to venture through it and visit his goddess, Blipdoolpulp. He is not aware of the damage it is currently causing to the area.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **Kuo-Toa Monitor** with a **Kuo-toa Whip** and remove 2 Kuo-toa.
- **Weak:** Remove 2 **Kuo-Toa**.
- **Strong:** Add 2 **Kuo-Toa**.
- **Very Strong:** Add an additional **Kuo-Toa Whip** acting as Perrasdug's assistant.

### Developments

On initiative count 20 (losing initiative ties), the portal acts up, its unstable magic adding more danger to the encounter. Roll a d6 and consult the following table:

#### Portal Actions:

- 1: A Giant Crab emerges through the portal.
- 2: A cold current spreads outwards, covering the ground within 10 feet of it in ice. Creatures moving through the area must pass a DC 10 Dexterity saving throw or fall prone.
- 3: A hot current spreads outwards, covering the area within 10 feet of it in mist. The area is heavily obscured.
- 4: A forceful current spreads outwards, knocking all creatures within 10 feet of it prone unless they pass a DC 13 Strength saving throw.
- 5: Ice shards shoot out of the portal, dealing 5 (1d6+2) cold damage to all creatures within 10 feet of the portal unless they pass a DC 13 Dexterity saving throw.
- 6: A Giant Octopus emerges through the portal.

Creatures that come through the portal appear in the nearest unoccupied space and disappear on the next initiative count 20, as does the ice and the mist. They are hostile to all other creatures

Once Perrasdug is defeated, the portal collapses and the other Kuo-toa attempt to escape the compound.



### Playing the Pillars

#### COMBAT

The Kuo-toa do their best to protect their leader, focusing characters who attack him. If the characters are looking for more of a challenge, consider adding more aquatic creatures from the portal to complicate things.

#### EXPLORATION

Searching the ruins may reveal many interesting tidbits about the sea elves' past, from the way they worked to what clothes they wore and what food they ate. You may add additional information in the form of murals, or even add additional chambers to the compound.

#### SOCIAL

While the Kuo-toa are hostile, the characters may be able to negotiate a peaceful resolution once the enemy is weakened enough – especially if they know of the hatchery, which would be a good bargaining chip. Consider letting Perrasdug speak in Common or Aquan to allow for more interactions



## Wrap-Up: Concluding the Adventure

With the Kuo-toa dealt with, the characters are free to return to the surface, where they are welcomed by sunny skies and cheerful faces of the sailors who were waiting for them.

Their return to Thentia is celebrated by the locals, especially so if they also managed to rescue the Crew of the Golden Trout (see Bonus Objective A). As they return to Randal, he thanks them profusely, offering to create copies of the Decanter of Endless Water for their personal use (unlocking them as an item purchasable using Treasure Checkpoints) and offers to recommend them as an adventuring party to all the wizards in the area.

Additionally, he questions the party and takes notes, as he is deeply fascinated by the nature of the underwater ruin. If the party has collected the journal (see Bonus Objective B), he begs them to allow him to make a copy. He allures to a possibility of a future expedition, as he briefly mentions the presence of similar ruins in the area and promises that, should he be assembling a crew to explore them, the characters will be the first ones to be invited to join him.



## 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:** Defeat the Kuo-toa guards and enter the compound.
- **Story Objective B:** Defeat the leader of the Kuo-toa and interrupt the ritual by closing the portal.

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

- **Bonus Objective A:** Rescue the four members of the Golden Trout.
- **Bonus Objective B:** Find out what happened to the sea elves by discovering the hidden journal.

### Player Rewards

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

#### Magic Item Unlock

Characters completing the adventure unlock:  
**Decanter of Endless Water.** This tube made of ancient mithril is inscribed with images of sea creatures and bears marks of fine elven craftsmanship. It hums with arcane energy and, when held close to water, causes minor ripples along its surface. This item can be found in **Appendix 7**.

### Story Awards

Characters playing the adventure may earn:

**Savior of the Golden Trout.** Having saved the local heroes, you have gained celebrity status. Thentians are more than happy to provide you with free lodgings and food. Additionally, thanks to your intervention, the Golden Trout adventuring party is still in business – they will be more than happy to assist you should you run into them again in future adventures.

### 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.

- **Randal Eleros (Run-dahl Ele-ross).** A young half-elf wizard with unusual cyan skin and green hair, resembling kelp. While he's spent the majority of his life studying magic behind closed walls, he yearns for adventure and is excited to be working with professional adventurers.  
**Personality:** *I've been studying magic from a very young age and don't know much of the outside world. Commoners' actions often confuse me.*  
**Ideal:** *We can all learn from our ancestors; such knowledge should not go unused.*  
**Bond:** *My connection to my ancestors is a gift. I should explore it further and learn all there is to know.*  
**Flaw:** *My overreliance on magic often leads to social faux pas, as I'll use spells to achieve even the most trivial of things.*
- **Perrasdug (Pierre-as-dug).** An old Kuo-toa who's found the elven ruin and, after maneuvering its many traps and puzzles, made it its clan home. After discovering the portal he has been working on reactivating it for years, only recently achieving a breakthrough. In his madness, he has fallen in love with his goddess, Blipdoolpulp, and will do anything to meet her.  
**Personality:** *The outsiders will never understand our dedication to our goddess. I would do anything to meet her and my happiness is more important than theirs.*  
**Ideal:** *The goddess' perfection is something we should all learn from.*  
**Bond:** *My love for my goddess drives me to victory. I am an unstoppable force on track to finally meeting her.*  
**Flaw:** *My clan's wellbeing comes second to my own. They are here to serve me in achieving my ultimate goal.*
- **The Golden Trout.** An adventuring troupe composed of four adventures. While quite new to the business they have a reputation for their flamboyance and style and are known for overspending on their appearance. In this adventure they are only mentioned in passing, as, due to their fatigue, they are unlikely to intervene. The group is composed of:

**Vergal (Verr-ghoul).** A male half-orc nicknamed "Shark" with an affinity for leather jackets and elaborate hats. His barbarian past means that he is quick to lose temper, but he is kind-hearted and protective of the group.

**Alanna (All-anna).** A female high elf nicknamed "Halibut" and the group's healer. She cares for all creatures of the sea, including the Kuo-toa, and would love for the characters to be able to achieve a peaceful resolution.

**Bree (Bri).** A female halfling and Ander's twin sister, nicknamed "Pufferfish". The spellcaster of the group and the brains behind the operation, with a sizeable spellbook and an ego to match it.

**Ander (And-err).** A male halfling and Bree's twin brother, nicknamed "Snapper". A restless rogue and swashbuckler who dreams of being a captain one day. The original founder of *The Golden Trout*, after he lost a bet. The business turned out more lucrative than he initially imagined.

- **Thentia (Fen-tea-aa).** A major city on the norther coast of the Moonsea, known for its numerous mages and a booming naval industry. A major force in the area, consistently at odd with Thayans, Zhentil Keep raiders, pirates and Melvauntian slavers waiting for any signs of weakness.
- **Seyllan's Descent (Say-lan's Descent)** An underwater ridge spanning over a mile in length and home to many species of flora and fauna. Uninhabited by underwater civilizations, it is home to deep-sea monsters and bestial races such as the Kuo-toa.

## Appendix 2: Creature Statistics

### Giant Crab

*Medium beast, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 13 (3d8)

**Speed** 30 ft., swim 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

---

**Skills** Stealth +4

**Senses** Blindsight 30 ft., passive Perception 9

**Challenge** 1/8 (25 XP)

**Amphibious.** The crab can breathe air and water.

#### Actions

---

**Claw.** *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) bludgeoning damage. The target is grappled (escape dc 11) The crab has two claws, each of which can grapple only one target.*

### Giant Sea Horse

*Large beast, unaligned*

**Armor Class** 13 (Natural Armor)

**Hit Points** 16 (3d10)

**Speed** 0 ft., swim 40 ft.

---

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

---

**Senses** passive Perception 11

**Challenge** 1/2 (100 XP)

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

**Water Breathing.** The sea horse can breathe only underwater.

#### Actions

---

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

### Kuo-toa

*Medium humanoid (Kuo-toa), neutral evil*

**Armor Class** 13 (Natural Armor, shield)

**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.*

**Spear.** *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 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 attacks: one with its bite and one with its pincer staff.

**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.

### VARIANT: KUO-TOA MONITOR

A kuo-toa monitor has a challenge rating of 3 (700 XP). It has the same statistics as a kuo-toa whip except that it adds its Wisdom modifier to its Armor Class (AC 13), loses the Spellcaster trait, and replaces the whip's action options with the following action options.

**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.

## Sea Spawn

*Medium humanoid, neutral evil*

**Armor Class** 11 (Natural Armor)

**Hit Points** 32 (5d8+10)

**Speed** 20 ft., swim 30 ft.

---

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

---

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Understands Aquan and Common but can't speak

**Challenge** 1 (200 XP)

**Limited Amphibiousness.** The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

### Actions

---

**Multiattack.** The kuo-toa makes three attacks: two unarmed strikes and one with its piscine anatomy.

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

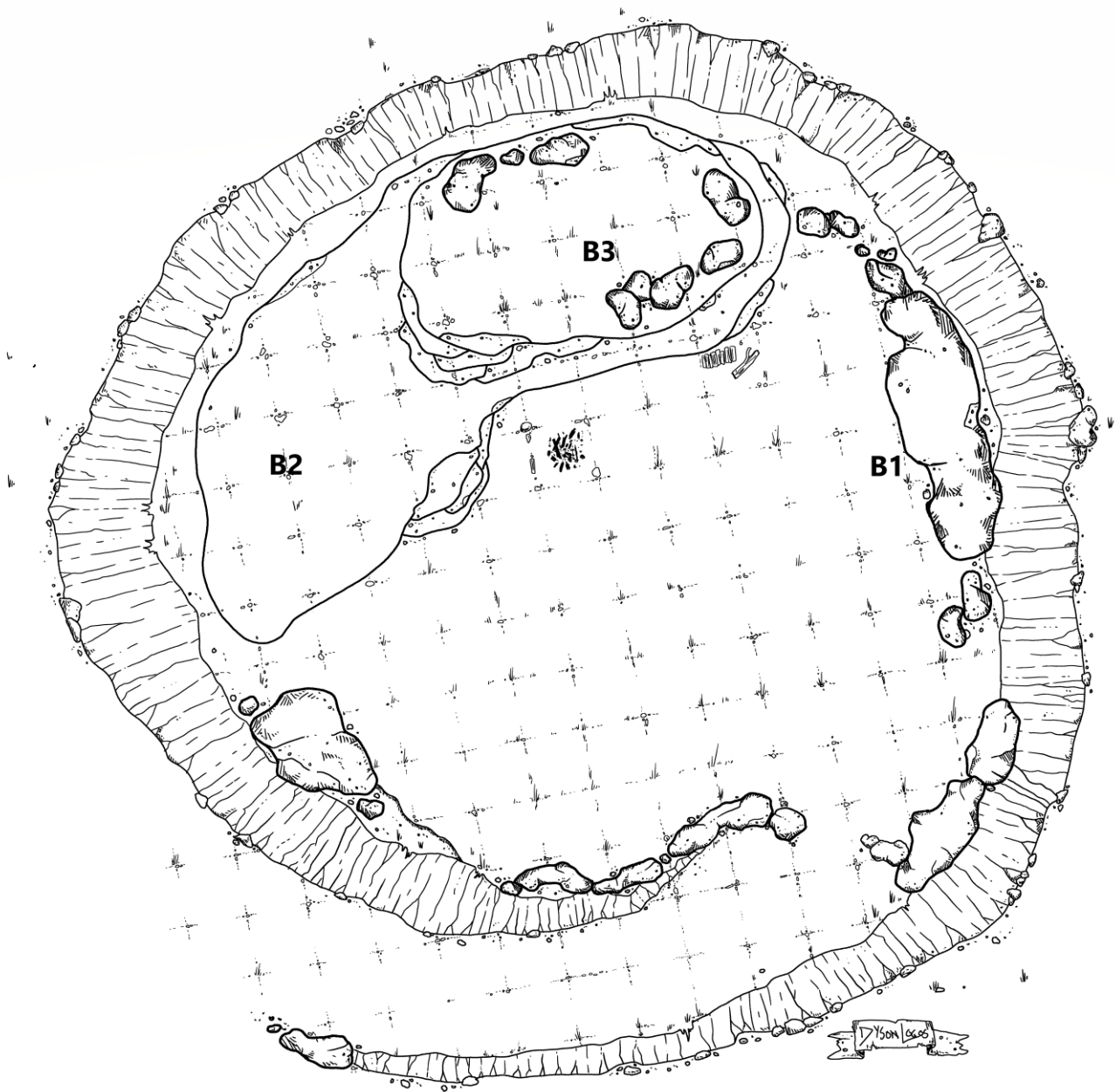
**Piscine Anatomy.** The sea spawn has one or more of the following attack options, provided it has the appropriate anatomy:

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

**Poison Quills.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned 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.

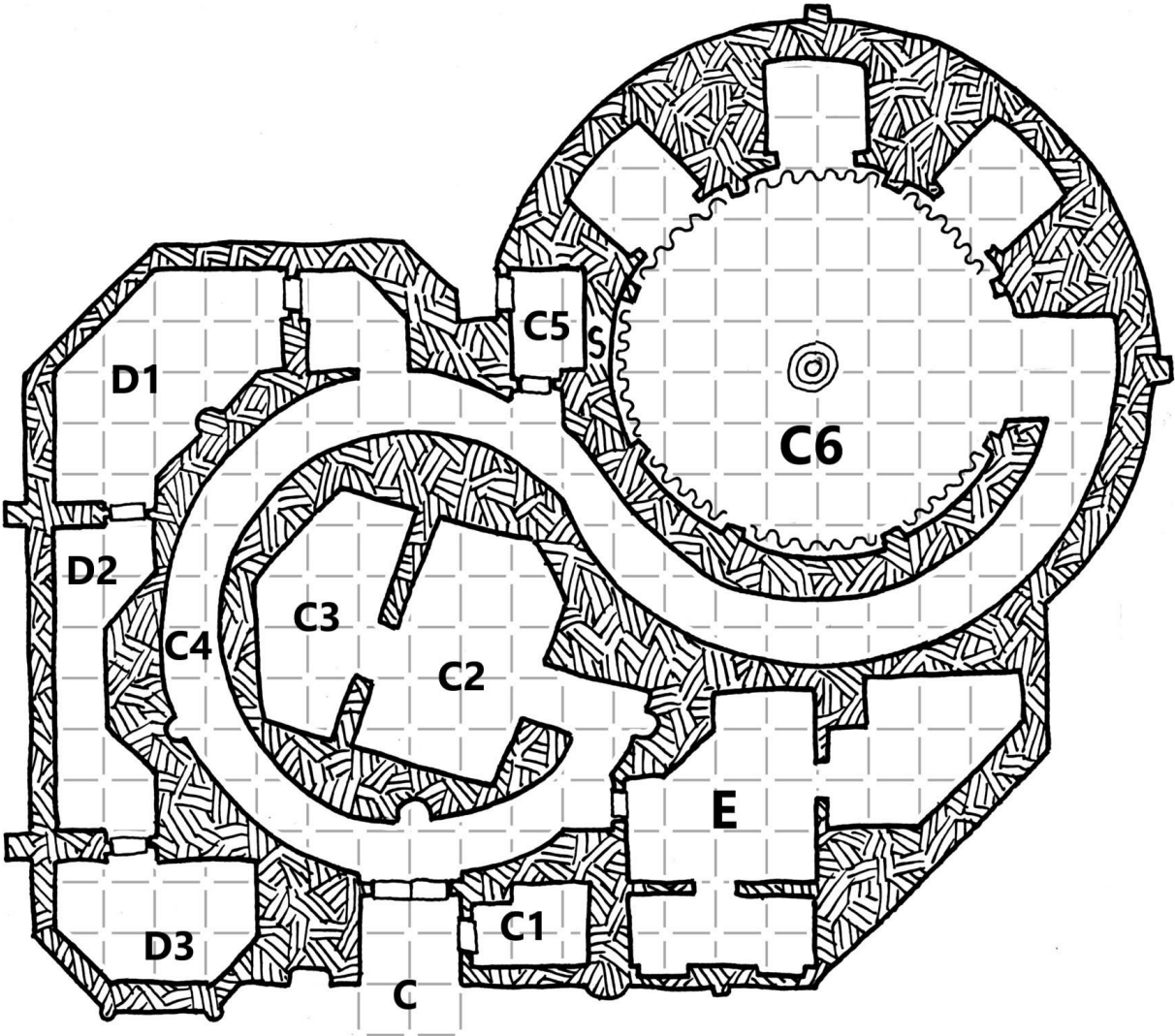
**Tentacle.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d6+2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.

## Appendix 3: Map of the Underwater Hill





Appendix 4: Map of the Elven Settlement



## Appendix 5: Like Fish in a Net (Bonus Objective A.)

**Estimated Duration:** 1 Hour

### Setting Description

In this bonus episode the characters save the members of *The Golden Trout*, a fellow adventuring party that ventured into the compound before them. There, they encounter a handful of traps and puzzles and have a chance to socially interact with other adventurers, leading to roleplaying opportunities.

### Prerequisites

The characters have successfully located the entrance in the complex, as described in **Episode 2**.

### Bonus Objective A

In this episode the party must:

- Save the four members of *The Golden Trout* and bring them to the surface unharmed.

### Scene D: The Storeroom

As the characters open the store door leading to the western wing of the complex, they are met with the stench of rotting fish. This part of the building is in poor condition and is clearly being used by the Kuo-toa to store all of their food in, as well as other goods.

#### D1. Kuo-toa Kitchen

The first chamber is the source of the awful smell, as it is filled to the brim with dead fish and other sea critters. Its many containers are overflowing with kelp and a handful of cages scattered around the chamber hold still-living pray, mainly crabs and other crustaceans, but also two unconscious halflings, Bree (LN female halfling **Apprentice Wizard**) and Ander (CG male halfling **Scout**). They have 4 levels of exhaustion each and Bree has no spell slots left. The cages are locked, requiring a successful DC 13 Dexterity (Thieves' Tools) check to open, or a DC 15 Strength (Athletics) check to break. In the center of the room stands a giant boiling pot, near which a grizzled **Kuo-toa** seems to be preparing some of the fish, breathing heavily and murmuring to herself.

### Creatures/NPCs

The Kuo-toa is very old and is nothing but a servant to the others. She is deaf and near-sighted, presenting no threat to the party – consider this a

roleplaying opportunity, where the party can knock her out, kill her, or let her go free. She is scared and will cower in fear when attacked.

**Objectives/Goals.** The halflings are unconscious but can be awoken by a loud noise or by simply shaking them awake. They are unfortunately too fatigued to be of any use in combat, but they will do their best to stay hidden in this chamber until the party finds the rest of the group. They will ask the party for some rations, then hide among the barrels.

**What Do They Know?** The halflings are grateful for the timely rescue and will happily share all they know with the party.

- The Kuo-toa captured the party by surprise, when they were suddenly jumped by them in the main chamber.
- They know that their companions are in this wing as well, but they're not sure where.
- They know that the Kuo-toa have a leader, much stronger and smarter than the rest.
- Additionally, Bree will explain that she has detected a faint arcane aura coming from the main chamber. The portal that is there is still potent and is being slowly charged by the Kuo-toa.

Following their rescue, they will ask the party to help their companions. If the party refuses, they will do their best to help them out on their own.

#### D2. Statue Garden

This long corridor is full of statues of varied shapes and sizes, their elven craftsmanship resembling the architecture found in the compound. In their madness, the Kuo-toa have gathered all of the statues from the hill and surrounding areas and stashed them here and they have slowly began converting them into statues of Blipdoolpulp. Hidden among the statues is Alanna (NG female high elf **Druid**) with 5 levels of exhaustion. She has been poisoned, is unconscious and, at this rate, will die of starvation. The characters can help her out in any of the following ways:

- A DC 13 Wisdom (Medicine) check lets the characters locate the poisoned wound and clean it, as well as perform first aid.
- A DC 13 Wisdom (Survival) check is needed to deduce that she has been poisoned by some of the toxic kelp growing in the area and to create an antidote that will help her wakeup.

- Alternatively, healing magic that can cure disease will also awaken Alanna.

Additionally, the room contains a trap – the door leading to D3 has been trapped with a mechanism that will release a poisoned stinger that the Kuo-toa have salvaged from one of the local critters. The trap's position can be located with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check, made with advantage if warned about by door by Alanna. A successful DC 13 Dexterity (Thieves' Tools) check disarms the trap, but failure triggers the device. On failure or when opening the door, a creature within range must make a DC 13 Dexterity saving throw or be struck by the stinger, taking 7 (2d6) poison damage.

### Creatures/NPCs

Alanna is a capable druid, but she has been severely weakened by the week spent in captivity. Once she's awake she will immediately thank her rescuers, then will attempt to look around for her companions, but with her exhaustion she is unable to move.

**Objectives/Goals.** Alanna will ask the players to reunite her with her companions, as well as for some food as she's starving. She will ask them to save Vergal, following her reunion with the halflings, and will request that the characters consider a peaceful resolution to the conflict with the Kuo-toa.

**What Do They Know?** Alanna is extremely grateful for the rescue, but she has been unconscious for most of her captivity and doesn't know much.

- She will ask the characters to rescue Vergal and warn them of his short temper – she also vaguely remembers that the Kuo-toa have sealed him away in the last chamber and have used some sort of magic on him.
- She remembers that, afraid of the half-orc, the Kuo-toa have rigged the door with a toxic substance of sorts, but cannot remember what it was.

### D3. Oubliette

This large chamber resembles a prison cell, with old, rusted shackles lining the walls and skeletal remains of previous prisoners littering the floor. A half-orc, Vergal (CG male half-orc **Veteran**) with 3 levels of exhaustion, is nervously pacing in the chamber, seemingly unaware of the characters' intrusion. His gaze seems to be fixated on a statue in the middle of the room – an elven torso with its arms and head replaced by those of a crayfish. A successful DC 15 Wisdom (Religion) check reveals the statue to be that of Blipdoolpulp, the goddess of the Kuo-toa,

while a successful DC 13 Intelligence (Arcana) check lets the characters know that the statue has a faint magical aura around it. Any creature that touches it must succeed on a DC 11 Wisdom saving throw or be magically compelled to protect it for the next 24 hours, as if under the effects of a *Suggestion* spell, as long as they remain in this chamber. The spell holding Vergal hostage can be dispelled in any of the following ways:

- Forcefully taking Vergal out of the room will break the effect, as the statue has a limited range.
- Casting a *Dispel Magic* spell will erase the effect, while another enchantment spell, such as *Charm Person*, will override the curse.
- The statue is a medium object with Armor Class 13 and 15 Hit Points, with resistance to all types of damage except for bludgeoning. If destroyed, the curse will be broken, but attacking it in melee will trigger the curse effect.

Once rescued, Vergal will go back to his usual, cheery self, seemingly unaware of his actions while charmed.

### Creatures/NPCs

Vergal, having spent a week alone in this chamber with no one to interact with, has fallen prey to the cured statue. He will grapple and force characters out of the chamber if they attempt to damage it or disparage it in any way, but he won't harm them. Once freed, he will thank the characters and ask them to reunite him with his party.

**Objectives/Goals.** Will all the companions saved, Vergal will ask the party to help them to the surface, but he's happy to wait until the party has dealt with the Kuo-toa. Exhausted and unarmed the *Golden Trout* will be of little use in the battles, but they'll offer to help however they can.

**What Do They Know?** Vergal was charmed following his capture and knows little, except for the fact that the Kuo-toa leader is extremely dangerous in melee and that he uses lightning fists as a weapon. He will recommend that they deal with him at range.

### Developments

With the four adventurers rescued, the party is free to continue with the main objective, or to complete Bonus Objective B. The adventurers will accompany them to the surface, though they will need some help getting there. Once rescued, they will profusely thank the characters and offer to host a feast in their names once they get back to shore.

## Appendix 6: Before the Fall (Bonus Objective B.)

**Estimated Duration:** 1 Hour

### Setting Description

In this bonus episode the characters find out what happened to the original denizens of the sunken ruin and recreate an ancient sea elf ritual to gain access to a secret stash that the Kuo-toa never discovered.

#### Prerequisites

The characters have successfully located the entrance in the complex, as described in **Episode 2**.

#### Bonus Objective B

In this episode the party must:

- Defeat the Sea Spawn guarding the chamber and gain access to a hidden stash.

### Scene E: The Temple

The door leading to this chamber has been barred from the characters' side – clearly the Kuo-toa have decided that whatever was in there was not worth the trouble. Should the characters unbarricade the passage and open the door, read or paraphrase the following:

Before you stands a submerged chamber, whose wards must have broken a long time ago. Thankfully the rest of the compound is still functional, as your side of the door is still perfectly dry. The chamber is covered in elaborate mosaics, depicting scenes of religious significance, but many of the pieces have been lost to the sea. The once glass ceiling has been shattered, with thick layers of overgrown coral covering all but the smallest of wholes. The area is covered in moss and algae, but seems uninhabited.

Unbeknownst to the characters, what remains of the sea elf clan that used to occupy these ruins is living in these squalid conditions, hiding from the others and hunting like animals. The two **Sea Spawn** are hidden (DC 13) and will try to ambush the characters.

#### Adjusting the Scene

Here are some suggestions for adjusting this scene:

**Very Weak or Weak:** Remove a Sea Spawn.

**Strong or Very Strong:** Add a Sea Spawn.

One of them has the *Poison Quills* feature, while the other one has the *Tentacle* feature. They are incapable of speech and behave like frenzied animals, making diplomacy impossible.

Once the enemy has been defeated, the characters are free to examine the area in more detail:

- In the very center of the room stands a tall podium. A marble tree has been sculpted into the structure and, by passing a DC 17 Intelligence (Arcana) check a character can deduce that it has a faint aura of transmutation magic about it.
- The walls of the surrounding chambers have divine engravings carved into them, resembling both scenes of cultural and religion significance to the elves.
- One of the walls has had its mosaics forcefully removed - instead it features a primitive engraving scribbled on using what must have been long claws. The text was written in Old Common, and can be understood without the need for magic. The following was engraved into the wall: *"I am beginning to forget who I once was... it's all melding together; I am powerless against the monster's vile psionic magic. I implore you, whoever you are, dear reader. Perform the sacred rite of the Four Seasons. Unlock the hidden stash. Learn of our fate and warn the others."*
- A successful DC 13 Wisdom (Perception) check is needed to note an image hidden behind a clump of newly formed coral. It features an elf using healing energy on a tree, which then sprouts leaves. A single word in elven, Spring, has been etched into the wall.
- One the northern room, the mosaic is largely untouched. It features a young elf using fire on a tree, which in turn sprouts flowers., which then turn into apples. The text is illegible.
- In the southmost room the mosaic has fallen off the wall and is scattered across the floor. A successful DC 13 Intelligence (Investigation) check is required to assemble the image, with then shows an elf using some sort of wind magic on the tree, while another one seems to be shaking it vigorously. They then collect the fallen apples. A subtle subtitle, "Autumn", can be noted in the corner of the image.
- In the eastmost chamber, the image has survived in pristine condition. It displays an older elf,



casting some kind of an ice spell on the tree whose leaves begin to fall. There is no subtitle.

To open the secret stash the characters must repeat the long-forgotten ritual. It has the following steps:

- First, the characters must heal the tree using some kind of healing magic – any effect that restores at least one hit point is enough. Should the characters not have any, a Healing Potion is enough – one can be found in the main objective. This will cause leaves to grow on the tree.
- Secondly, the tree needs warmth. Any fire damage will do, but if the characters don't have any a source of warmth like a hooded lantern or hot steel will do. This will cause the flowers to bloom, which will then turn into miniature apples.
- Thirdly, the characters need to collect the harvest. Any force damage will be enough to cause the apples to drop, as will a wind spell. Alternatively, a DC 15 Strength (Athletics) check can be passed to shake the coral tree. Once the apples have been collected, the phase is complete.
- Finally, the tree shed its leaves. This can be achieved with cold damage, or by covering the tree in darkness by patching all the holes in the ceiling. Alternatively, a source of cold such as ice will also do. When the tree loses its leaves, the ritual is complete.

With the ceremony finished, the pedestal surges upwards, revealing a hidden compartment underneath. The chamber contains a handful of scrolls, but unfortunately most were damaged during their prolonged contact with water. Thankfully, one of them, a Scroll of Ice Knife, has survived the passage of time and is still usable. Additionally, a large and heavy journal in a waterproof container can be found among the notes. Written in ancient elven it is hundreds of pages long and will be invaluable to a dedicated researcher.

## Developments

While the characters lack the means or time to decipher the tome at the present, the item will be of exceptional value to Randal Eleros, the wizard who's initially tasked the party with investigating the compound. Having discovered that the sea elves have fallen prey to an underwater monstrosity and secured an item describing their history, the party is free to explore the rest of the compound by continuing with the main objective or by completing

bonus objective A. Should they have finished all tasks, they are free to return of the surface, having explored the entire compound.

### DM Tip

Like all puzzles, this objective may be finished quickly or be something that the party will struggle with finding the solution to – feel free to adjust on the fly and add more red herrings if the party's finding it to simple, or by adding additional clues if they are struggling.





## Appendix 7: Magic Item

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

### Decanter of Endless Water (Table C)

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*Wondrous item, uncommon*

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds.

You can use an action to remove the stopper and speak one of three Command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a Bonus Action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

This item is found on **Magic Item Table C** in the *Dungeon Master's Guide*. This tube made of ancient mithril is inscribed with images of sea creatures and bears marks of fine elven craftsmanship. It hums with arcane energy and, when held close to water, causes minor ripples along its surface.

## Appendix 8: Story Award

Characters completing this adventure's Bonus Objective 2 receive this story award.

**Savior of the Golden Trout.** Having saved the local heroes, you have gained celebrity status. Thentians are more than happy to provide you with free lodgings and food. Additionally, thanks to your intervention, the Golden Trout adventuring party is still in business – they will be more than happy to assist you should you run into them again in future adventures.

## 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>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

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