

D&D

ADVENTURERS LEAGUE

PLOTS IN MOTION

In the midst of a ferocious storm, a band of mercenaries raids a lighthouse. Is this just a plot against trade with Mulmaster, or something more sinister? Journey down the River Lis and explore a forgotten keep in search of answers.

An adventure for characters levels 5-10. ADVENTURE CODE: CCC-SFBAY 1-1



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CHAPTER I: INTRODUCTION

Plots in Motion is an adventure for Dungeons and Dragons 5th edition, originally created for DundraCon 2017. It is set in Wizards of the Coast's Forgotten Realms and is intended and legal for play in the D&D Adventurers League. For more information on the D&D Adventurers League, please visit the D&D Adventurers League home at:

<http://www.dndadventurersleague.org>

RUNNING THE ADVENTURE

Before running this adventure, the Dungeon Master should read the entire adventure, including all the box text. Box text is often used to either provide important clues about the environment or advance the plot, and the information it contains is not repeated elsewhere in the text.

Combat encounters appear at the end of the chapter in which they take place. This allows them to be laid out in a way that minimizes the amount of page flipping required to find stat blocks while running the encounter. Because encounters may contain player box text and plot advancement, it may be useful to flip ahead and read the encounters as they are referenced in the text. If you plan on using miniatures to run the adventure, a list of the miniatures required is in appendix A: [Adventure Summary](#). Printable, one inch scale maps are included with the electronic version of the adventure as a separate download. Efforts have been made to keep the maps simple enough that reproducing them on large format graph paper, such as an easel tablet or erasable battle mat, is not difficult.

ADVENTURE LENGTH

This adventure is expected to take six to eight hours for most groups to finish, if the party engages in all the combats and moves at a reasonable pace. If played over the multiple sessions, the parties arrival at Thulman's Keep provides a natural breaking point.

The Short Version

If necessary, Plots in Motion can be run in only four hours. In this version of the adventure, remove everything but soft roleplay between the end of the first encounter and the characters arrival at Thulman's Keep. Once at the keep, remove the cockatrices from the chicken coop, and the associated encounter "Hen Pecked".

In the short version of the adventure, the characters descend from the lighthouse to the beach safely, and see the mysterious stranger flee into the storm. Then, they are able to rescue the survivors of the wreck without further complications, skipping the encounter [Struggle in the Surf](#). Safely back inside, the characters can question all possible survivors. In the morning, Gibbar Jasan repairs the skiff for them, skipping the associated skill

challenge. The characters then sail safely to Thulman's Keep, skipping the encounter [Seafood Buffet](#). In their explorations of the keep they discover only chickens in the chicken coop. If still short on time, the encounter [Shades of Netheril](#) can be skipped, although in this case the +2 Short Sword named "Smoke" should also not be present. Note that in the short version of the adventure that characters should not get experience for saving survivors from the wreck or getting the skiff safely to Thulman's Keep.

PARTY LEVEL AND STRENGTH

This adventure is meant for a group of five to six characters, of levels 5-10. It is balanced for a party of average level 7-8. Parties of that level will find this adventure suitably challenging if they face the Normal version of the encounters. Larger parties, parties with higher level characters, or those that work especially well together may find the Strong Party option of the encounters more rewarding. If the party is smaller, has an average level of less than 7, or does not have good mix of party roles the Dungeon Master may need to use the Weak Party option to avoid overwhelming the characters.

SPELLCASTING SERVICES

Settlements the size of a town or larger can provide spellcasting services. Smaller towns provide spells only up to 3rd level, cities will usually provide spells up to 5th level. Only major metropolises will be able to provide higher level spells.

Temples provide healing and recovery spells, while wizards and sages provide information gathering spells. Other spell services might be available as specified in the adventure. The number of spells available as a service is limited to a maximum of three per day total, unless otherwise noted.

In addition to the cost in gold, some spells will require the recipient to expend downtime days in community service for the church that provided the spell. For each faction rank above 1 that the character possess, the cost in downtime is reduced by 50 days.

SPELLCASTING SERVICES		
Spell	Downtime	Cost (gp)
Identify		20
Lesser restoration		40
Remove curse		90
Speak with dead		90
Divination		210
Greater Restoration		450
Raise Dead		1,250
Resurrection	150	3,000
True Resurrection	350	50,000

A character possessing the Acolyte background may re-

quest one spell per day from his church. The character pays only for consumed spell components and any associated downtime costs.

DEATH AND RECOVERY

A character killed during the course of the adventure and not returned to life during the adventure may be restored at the end of the session or when the party returns to civilization. A character subject to raise dead or a similar spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after raise dead reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

If the character's body is recovered, mostly whole, and not missing any vital organs, they may be returned to life with the *Raise Dead* spell. If the body is available but not whole, badly mangled, or missing vital organs they may be returned to life with the *Resurrection* spell. If the body has been destroyed, or is otherwise not available, the character may only be returned to life with the *True Resurrection* spell.

If the character has sufficient funds to pay for the required spell, they may pay for the spell themselves. Alternatively, other members of the party may contribute to the cost of the spell. Other characters are under no obligation to spend their funds to bring back a dead party member.

ADVENTURE OVERVIEW

The characters have stopped for the evening at the lighthouse and way stop known as Hofstead's Beacon when a band of ruffians attacks and shuts off the light. The characters defeat the ruffians, but a ship has already crashed on the rocks below. Rushing to the rescue of the wrecks survivors, the characters witness a cloaked figure pull something from the wreckage and flee. They fight off an attack by Kuo-Toa and drag some survivors from the ocean. Interrogating the survivors, the characters learn the ruffians were hired to extinguish the lighthouse light. They were to meet their employer in the ruins of Thulman's Keep. The staff of the lighthouse offer the characters a skiff for their journey. After repairing the boat, the characters set out for Thulman's Keep.

At the keep the characters discover the body of the cloaked figure, and a journal confirming that he hired the thugs to attack the lighthouse. Whatever he stole is missing. Exploring the ruins, the characters discover a tunnel that runs beneath the river. Beneath the river the characters confront a coven of hags. Overcoming the hags, the characters find a devastation orb about to go off. As time runs out, the characters must decide how to deal with it.

ADVENTURE BACKGROUND

This adventure is set in the Forgotten Realms, and takes place around two primary locations in the Moonsea region; Hofstead's Beacon and Thulman's Keep. Hofstead's Beacon is on the coast of the Moonsea, south of Mulmaster. Thulman's Keep sits on the western bank of the River Lis, just north of where it empties into the Dragon Reach.

MULMASTER

The city of Mulmaster is a natural starting and ending point for characters that take part in this adventure. The provided adventure hooks start in the city of Mulmaster, and if the characters return there after the adventure they will come to the attention of the city authorities. However, it is not necessary for the characters to have any connection with the city. The adventure begins outside of the city, and the characters are free to travel where they see fit at the adventure's conclusion.

If this adventure is taking place as part of a D&D Adventurers League campaign, more information about Mulmaster is available from the League. If the adventure takes place during the time period of season two, the city of Mulmaster is described in [State of Mulmaster Article](#). During this time period the four elemental cults are actively seeking the destruction of Mulmaster. After the events of season two, the city of Mulmaster has been partially destroyed by the elemental cults. See [The City of Danger: Reconstruction](#) for a description of what is left of the city. The cults themselves, however, have been dealt a seemingly fatal blow, and are believed by many to no longer be active in the city. Whether the events of this adventure take place before, during, or after season two will likely affect how the characters perceive the threats present in the adventure, but does not affect the overall plot.

For purposes of membership in the Cloaks, each player may choose for themselves whether this adventure takes place in the Mulmaster region, but they must do so at the beginning of the adventure.

HOFSTEAD'S BEACON

Hofstead's Lighthouse is a long day's ride south of Mulmaster. It is built on top of a high bluff which meets the Moonsea in a sheer cliff face. Ships traveling between Mulmaster and the River Lis (which connects the Moonsea to the Dragon Reach and from there to the Sea of Fallen Stars) prefer to hug the coast on their voyage. The waters surrounding the Beacon are more shallow than the surrounding sea, and jagged rocks lurk below the surface. The lighthouse serves to warn passing ships of the danger, driving them out to sea for this part of their voyage. The city of Mulmaster maintains the lighthouse, paying the lighthouse keeper and periodically sending someone from the Brotherhood of the Cloaks to renew the magic that powers the light.

The road between Mulmaster and the western cities

of the Moonsea such as Elventree and Hillsfar runs a hundred yards from the base of the bluff on which the lighthouse stands. Over the years a tavern and inn, known as Hofstead's Beacon, has grown up around the base of the lighthouse. It has passable ale, warm meals, and beds that are mostly bug free. At 1gp for a meal, mug, and bed it is somewhat overpriced but not outrageously so.

The current lighthouse keepers are Maxwell and [Loretta Truss](#). Maxwell is a short, stocky man whose beard is now showing the grey of age. His wife, Loretta, looks to be a decade younger with flowing blonde hair and fine features. In truth, she is a few years older than her husband, but claims elfish ancestry three generations back. They are assisted in running the beacon by two young women, Vira and Helen, who serve drinks and clean rooms. The Beacon's cook is a dwarf named [Bori Irontongs](#).

Because it is a popular way stop for travelers in the region, any character who passes a DC 12 Intelligence (History) check will be familiar with it by reputation. Any character who has taken the road from Mulmaster to Hillsfar or Elventree is automatically aware of the Beacon and its importance, and has likely stayed there before.

THULMAN'S KEEP

Thulman's Keep is a ruined fortress on the western bank of the River Lis, at the southern end where the river empties into the Dragon Reach. It was built twenty years ago by Sembia, in an attempt to tax trade on the River Lis. Cormyr made its objections known with a midnight raid on the fortress, and it has been abandoned ever since.

Characters who wish to know the history of Thulman's keep may attempt a DC 15 Intelligence (History) check. Characters from either Sembia or Cormyr make this check with advantage. Alternatively, the staff at Hofstead's Lighthouse are familiar with the history, and can relate the outlines of the story if the party asks. The sidebar [The History of Thulman's Keep](#) describes the history of the keep in detail, and can be found in the next chapter.

PLOT HOOKS

The adventure begins with the characters eating supper in the common room of Hofstead's Beacon, as outside a terrible storm rages. Any reason for them to be at the Beacon is a suitable hook to start the adventure.

THE COAST ROAD

Hofstead's Beacon is a natural rest stop on the road between Mulmaster and Hillsfar or Elventree. Alternatively, if the characters are traveling overland between Mulmaster and Sembia, or any location along the River Lis or in the Dragon Reach, the Beacon will be along their route. If the characters regularly have business in

these places, they may simply be traveling from one city to another when the threatening storm inclines them to stop for the evening at a place with a solid roof, warm beds, and strong drink.

For the last three hours, dark storm clouds have been gathering over the Moonsea. As the sun sets, a fierce and biting wind picks up, blowing the storm inland. Fortunately, shelter is close at hand. A sign on the road advertises "Hofstead's Beacon", a well known rest house and tavern. The sign points up a hill, to a lighthouse emerging from a large inn.

THE ZHENTARIM CONNECTION

If one or more of the characters is a member of the Zhentarim black network, they can be tasked with smuggling cargo from the Hofstead's Beacon back to Mulmaster.

Hofstead's Beacon warns ships against the shallows as they leave the River Lis and turn towards Mulmaster. Only a day's ride south, the tavern and inn at the base of the lighthouse are also a popular rest stop on the road to Mulmaster. Your associates in the Zhentarim have asked you to pick up a shipment of fine silks they expect to "fall off" a Sembian ship that is expected to pass the beacon tonight, and to bring it back by a route that will bypass the tariff inspectors at what is left of Mulmaster's harbor. You will be able to recognize the crate by the symbol of the Zhentarim which will be painted on the side; although the fact that it will be bobbing in the water sometime after midnight should be sufficient.

RENEWING THE BEACON

Once a tenday the Brotherhood of the Cloaks in Mulmaster sends a ritual caster to renew the magic that powers Hofstead's Beacon. If one of the characters is a member, then that task can fall to them.

A days ride south of Mulmaster is Hofstead's Beacon, a lighthouse that warns ships of dangerous shallows as they leave the River Lis and make the journey to Mulmaster. The magic which powers the beacon must be renewed once a tenday. Since Hofstead's Beacon is important to the commerce of Mulmaster, the Brotherhood of the Cloaks has the responsibility of performing the ritual. The Cloaks assign this responsibility to whichever of their number looks to be unduly idle, troublesome, junior, or just unlucky at cards during any particular tenday. It is now your turn to renew the light atop Hofstead's Beacon.

CHAPTER 2: HOFSTEAD'S BEACON

Once the characters have all arrived at Hofstead's Beacon and sat down to dinner, the adventure begins. Unbeknownst to the characters, the lighthouse keeper is now at the bottom of the ocean, having been murdered and replaced by a doppelganger. Despite the raging storm the lighthouse has not been lit, and the doppelganger's confederates are in place to ensure that it stays dark.

OBLIGATORY BAR FIGHT

The public room of Hofstead's Beacon is brightly lit, with oil lanterns hanging around the room and two roaring fire places. The wind outside is rattling the door and a couple of times every minute a boom of thunder shakes the building making conversation difficult. The storm has been raging for over an hour now, and only seems to be getting worse. The coast of the Moonsea is no stranger to tremendous storms, but this will be one for the record books.

Across the room, a half dozen rough looking men are huddled over their mugs, drinking hard. After a half dozen trips, the bar maid gives up and just leaves a full pitcher on the table. The biggest fellow promptly picks the pitcher up, and pours it directly down his throat. By the time the barmaid has refilled your mugs from another pitcher, he is calling for more.

If necessary, this is a good point for the players to try and introduce their characters. Play up the ambient noise from the storm and how it makes conversation nearly impossible. The barmaid will come around and collect the price of rooms and meals from the characters, 1gp apiece. Once the characters have paid in advance and had a brief moment to chat, the adventure moves forward.

Behind the bar, a stocky man with graying beard is having some kind of disagreement with a slender, blond haired woman. The storm makes it impossible to overhear what is being said, but the body language says this is a domestic squabble. Finally, the woman throws down the rag she's been using to clean, and with a look of exasperation she stomps across the room to the spiral stair case that leads to the top of the lighthouse and its beacon.

As the woman passes by the table with the rough looking men, the large one stands up. He unfolds, fully eight feet tall and broadly build. One of his parents, the pretty one, was likely an orc. With a shrug, he back hands the blond woman, sending her sprawling across the floor.

He takes a position in front of the staircase, and

wags a finger in the general direction of the room. In this other hand, he hefts an enormous axe. His companions come to their feet, and blades come out. The staff of the beacon take a terrified look at the men, and then skitter across the room, trying to put your company between themselves and the men.

This begins the encounter **Obligatory Bar Fight**. Although the characters will have a few moments to regroup and cast healing spells after the fight is over, they will not have an opportunity for short rest before the next encounter.

INTERROGATION

If any of the thugs are captured and interrogated they will at first refuse to speak. They understand that if they are returned to Mulmaster they face execution. They can be persuaded to talk by a promise of release with a DC 12 Charisma (Persuasion) check. Alternatively, they can be threatened with further beatings and convinced to talk with a DC 15 Charisma (Intimidation) check.

If convinced to talk, they say they were hired as a team to ensure that the beacon would not be lit. The doppelganger arrived this morning ahead of the rest of the group, then murdered the lighthouse keeper and threw the body over the cliff into the sea below. The rest of the group then arrived this evening to ensure that none of the other staff attempted to attune to and light the beacon. They understood that their attack was to be timed to the passage of a particular ship that was of interest to their employer. They were to meet their employer at the ruins of a place called Thulman's Keep to receive payment. They describe the employer as a blond half-elven male with a crooked nose.

LOOTING THE BODIES

When searched, the thugs' purses contain coins worth 78 gp and a deck of marked cards. The doppelganger carries a journal containing observations and notes about previous victims. Tucked into the pages is a map of the River Lis with an X on the western side of the southern end. A note on one of the pages reads "Payment for Lighthouse job, Thulman's Keep. 100 gp. Each!"

RELIGHTING THE BEACON

The lighthouse is not lit, the doppelganger has murdered and then replaced the lighthouse keeper. Activating the magic which powers the lighthouse requires someone to attune to the beacon and then speak the command word *Shivark*. This process requires holding the beacon crystal with both hands while singing a series of old mariners songs, hymns to Umberlee and Valkur, and then reciting one lengthy rhyme about an

albatross. The lighthouse keepers wife, Loretta, knows the process, but is in shock after it is revealed that her husband has been murdered. A DC 15 Charisma (Persuasion) check will help her pull herself together enough to ascend the lighthouse and being the process of attuning to the beacon so that it can be relight. Alternatively, the staff knows where to find a journal in the lighthouse keepers private quarters that explains the process, if Loretta is unable to do so. Attuning the beacon requires an hour, and counts as one of the characters attuned items if attempted by a player character.

INTO THE STORM

Eventually the characters should realize that with the light out and a storm raging, any ships passing nearby are at risk. If the characters themselves are not concerned, then eventually the dwarvish cook will emerge from the kitchen to announce that there is already a ship on the rocks.

As the bar staff collect themselves and shake off the shock of discovering that the lighthouse keeper Maxwell Truss has been replaced by a doppelganger, a stocky dwarf pokes his head out of the kitchen. "There is a ship on the rocks! I saw her mast dipping towards the water when lightning struck. When a second flash came I saw her sails hit the water! Someone must go out into that storm and rescue any survivors."

Bori Irontongs, the cook, grabs a storm lantern and leads the way out the side door into the storm. If the player hesitate to follow him, the bar maids will urge them to follow and provide aid.

On a bright, sunny day the path to the shore would be dangerously steep. Now, the rain is almost blinding and pellets of hail strike your armor as you feel your way down through the darkness. Rain has made the footing treacherous, and gusts of wind buffet you. One false step could prove fatal. Bolts of lightening split the sky, showing you a ship dashed upon the rocks, its hull in pieces. Figures struggle against the waves to reach the shore. Others float motionless on the surf. The cook, Bori, urges you onward. "Hurry, those people need to be pulled out before they're fish food."

Reaching the shore requires the characters to make three DC 12 Dexterity (Acrobatics) checks. Each time a character fails a check they slip and fall, taking 1d6 points of damage as they tumble down the rocky slope. The characters may choose to take their time and descend the slope more carefully. Doing so gives them advantage on the check. For every check that a character takes their time on, that character arrives at encounter

Struggle in the Surf one round later.

You are nearly to the shore, when lightening again splits the sky. On the shore, a cloaked figure bends over a crate, hurling its contents onto the beach. When at last you reach the beach, the light of your lanterns shows the figure atop a spectral mount. As you rush forward to the beach, the mount takes off, galloping at a speed impossible for a flesh and blood horse.

Unfortunately, there is no time to worry about the rider. Survivors are crawling onto the beach, and others are still floundering in the surf. Stepping out of the ocean are a gaggle of fish walking on two legs. When the first one reaches a struggling survivor, he drives his spear through the swimmer and then continues his advance.

This begins the encounter **Struggle in the Surf**.

Once the encounter is over, **Bori Irontongs** will lead a group of survivors who made it to the beach without assistance plus any survivors the characters saved up the beach and around the cliffs back to the inn. This is a significantly longer route than the treacherous direct path the characters took to arrive here, but it poses no danger. He will encourage the characters to assist him in leading, propping up, or outright carrying the survivors back to the shelter of the inn. If the characters are reluctant to go immediately, he will pointedly remind them that the salvage from the wrecks will still be here in the morning.

Regardless of when the characters loot the wreckage, they find little of value. Most of the cargo consists of ordinary supplies for Mulmaster. The box looted by the rider is marked with the symbol of the Zhentarim black network, and contains fine silks which can be retrieved from the surf. The silks are worth 25 gp if sold in any large city. Several casks of wine are bobbing in the surf. Bori will purchase the casks of wine for 15 gp, if the characters will haul them to the beacon's cellar. If the character search the bodies of the Kou-Toa the find only crude weapons and crude jewelry made from shells on the bodies of the warriors. The archpriest carries a water proof scroll case, which contains a single page. The page contains a crude drawing of a box, with the symbol of Zhentarim black network in the center.

MEETING THE SURVIVORS

Dawn finds the inhabitants and guests at Hofstead's Beacon still awake. Loretta has attuned to the magic crystal that powers the lighthouse, and stood vigil to ensure it does not go out again. When at last she descends the lighthouse steps she says not a word, going straight to her bed.

The survivors of the wreck huddle around the

fire, drinking hot tea, wrapped in blankets as their clothes dry. Many are still in shock. Some are sobbing at the loss of their friends, family, or companions. Everyone looks tired, but only a few have managed to find sleep curled up on the floor in front of the fire. Eventually the bar maids begin to bring bowls of porridge around to the survivors, encouraging them to eat breakfast. If you want to speak with the survivors, over breakfast seems like your best chance before exhaustion finally overtakes them.

Most of the survivors are too exhausted to talk but one survivor, **Ruth Tolfest**, is particularly chatty. Three other survivors are of note, if the characters saved them. If the characters saved at least one victim from the wreck, it is **Gibbar Jusan**, a Zhentarim agent. If they saved at least two, the second survivor is Talindra Moondown, a half-elven woman. If they saved all three the final survivor of interest is Druman Lakeman, previously the Boatswain of the wrecked vessel. If the characters did not manage to save anyone from the wreck, they can still talk to the various passengers who made it to shore on their own but none of them are interesting enough to detail here.

RUTH TOLFEST (ALWAYS SURVIVES)

A young halfling woman, who identifies herself as Ruth Tolfest, is practically bouncing out of her seat. The other survivors look like they wish she would shut up. "Never seen a storm like it. At mid-day the sky was clear and blue. But as the sun sets storm clouds seemed to gather from nowhere. Within an hour the wind and rain started, and just kept getting worse. For such a big storm, it came on awfully fast."

If asked about Thulman's Keep, she replies:

"I recall a ruined fortress about where you describe. I remember it because there were two great piles of stone and masonry in the river at that point, and the captain had to steer a course between them. But the place was thoroughly ruined. Great gapping holes in the walls."

GIBBAR JUSAN (FIRST RESCUE)

Gibbar Jusan was a sailor on the wrecked vessel. If approached, he will comment on the sudden ferocity of the storm, and praise the bravery of the lost crew and captain. However, if one of the characters belongs to the Zhentarim, they will recognize that buried in his chatter are phrases and signs that identify him as a member of the network. If the characters make the appropriate counter signs, he will nod, wink at the character, then

excuse himself to the privy. Once he is alone with only other Zhentarim around, he will be more forthcoming.

Yes, I am part of the network. And yes, I occasionally "liberate" boxes and crates from the hold of ships passing Hofstead's Beacon. Our associates on the docks see to it that these boxes never make it onto the ships manifest, and I saw to it that the boxes never turned up extra when the cargo was inspected in Mulmaster. Of course what was in the box wasn't what the label said. At least, I assume. I don't read much, but what was packed on top was never the same as was packed on the bottom. Drugs, poisons, cursed talismans, blades meant to remain hidden until they found their mark. Contraband of all types. But this box was different. Came with extra protection, couple of bruisers in heavy armor. And carrying more at their belt than just a sharp knife. Well, I didn't ask and they didn't say. I thought twice about tossing it over, what with the storm, but they were real persuasive. Said the buyer wanted it overboard no matter what. So over it went. I'd tell you to ask the bruisers about it, but their armor took them to the bottom almost as soon as the ship split open.

TALINDRA MOONDOWN (SECOND RESCUE)

If the party rescued at least two survivors, the second one identifies herself as Talindra Moondown. Talindra Moondown is a wiry blond half-elf. She is charming, excitable, and if there is a big, strong, male in the party she will focus on that character during the conversation; batting her eyes at him more than is strictly necessary.

"My saviors! I'm so grateful that you rescued me. I shudder to think what would have happened if those, those, those fish things had gotten hold of me. I bet I taste like caviar to them! You, you don't think they'll come back and try to get us here in the lighthouse do you? No? Well, you certainly showed them. My heroes!"

"You should have a reward. Here, take this necklace. I insist. It's just a bauble really, but I'm afraid it's all I saved from the wreckage. I'm sure it will fetch a good price in Mulmaster."

If the party objects, and says they can not accept payment for saving her, she responds:

"Then take it anyway, and sell it and distribute the funds to help the other survivors. Some of them have lost everything! I'll be fine once I reach my parents home in Mulmaster, they're quite well off. At the least I can do to comfort my unfortunate shipmates."

If the party still refuses, they discover the amulet at the bottom of one of their packs when they take their first long rest away from Hofstead's beacon. The amulet itself is a band of gold about three inches around. Inside the band, a dragon made of silver curls around an amethyst. The workman ship is exquisite. When the party returns to civilization with the amulet, they earn the story award [Crown Jewels](#).

DRUMAN LAKEMAN (THIRD RESCUE)

If the characters rescue all three survivors from the Kuo-Toa, the third survivor is Druman Lakeman. Druman is a burly human male in his late thirties. He was the boatswain for the doomed vessel, the man in charge of minor repairs to the ship. If he survives, he is able to help the characters repair the skiff in the next part of the adventure.

"I've been at sea a lot of years, and I've seen a storm like this only once. It was just before the Netherese floated their cities across the Moonsea to attack Myth Drannor. Ha! The elves showed them! I hear they're just a pile of rubble in the forest now. Anyways, that storm would have had my life if you hadn't fished me out. I fancy myself a strong swimmer, but tonight Umberlee was calling my name."

"On behalf of the three other crew members who survived, you have our thanks. Seeing as I'm now the ranking officer, anything we can do for you, just let us know. Not that I think there's much. We're all pretty soggy, and sailings about all we know. Well, I guess I know a bit more. I was the boatswain. Swung a hammer and kept the ship in one piece. Until I couldn't. There's no fixing her now. Just scavenge her for drift wood to keep the fire nice and toasty."

SHIP SHAPE

Breakfast is a bleak affair, with few words spoken. The survivors from the shipwreck mourn those lost in the sea, and the staff are still in shock from the discovery that their friend, husband, and employer Maxwell Truss was murdered and replaced by a shape shifter. Once the meal is over and the bar maids are clearing up, [Bori Irontongs](#) finally emerges from the kitchen. He sits down next to you and speaks.

"I know you'll not be wanting to sit round. But the storm has turned all the roads to mud. You'll not get two leagues, and you'll spend the night in the cold and damp. It will be three, maybe four days before the roads are dry enough to be of any use, and then I'll hitch the wagon up and take the survivors to Mulmaster. Inform the watch about what's happened, and get some supplies. Maybe hire a strong

arm to help out around the place and keep a blade handy. Everyone would be glad of your company until then. But seeing as how you saved all our lives, I might have another option for you."

"There's an old skiff out in the barn. She's no good for the open sea, but she could be just the thing to carry you down the River Lis. She needs more than a bit of paint, but you'll find the tools you need in the cellar. And we've got a bit of lumber around the back, for making repairs to the inn and lighthouse when its needed. Get her fixed up, and she's yours."

You find the skiff in the barn, under a moth eaten canvas. It is in sea worthy shape, if your destination is Umberlee's dock. For any other destination, this ship will need repairs. But first, you will need to get it down to the shore. And maybe you can ask one of the bar maids if she can repair the canvas covering it, which seems to be the skiff's sail.

The skiff is badly in need of repairs, and in the next encounter will take damage. It begins with three hull points, and if it ever reaches zero hull points, it sinks with consequences described later. Keep track how many hull points (hp) the skiff has, and record them for use in the encounter [Seafood Buffet](#).

To get the skiff down to the shore and repair it the characters will engage in a skill challenge. The mechanics of this skill challenge are explained in the provided script. It is not necessary to use this script when running the skill challenge, but make sure the players thoroughly understand the mechanics behind it.

DEPARTURE

The next morning you rise early. Boris has packed you some food for the journey, and everyone at the beacon, staff and survivors of the ship wreck, comes down to see you cast off. With the help of barge poles you navigate the rocks and point the skiff down the coast. As the light house recedes, you raise the sail and the wind pushes you towards the River Lis.

Script for Repairing the Skiff

It is important that the characters understand how repairing the skiff works. To assist with this, you may want to consider using the following read aloud script when running the skill challenge.

Currently, the Skiff has three hull points, out of a maximum of ten. Before you can begin repairing it, you must bring it down to the shore. Everyone can help carry the skiff. Three of you will need to make Strength (Athletics) checks against a DC of 14. The rest of you may declare which other character you are assisting; this will give that person advantage on the check.

If at least two the the checks succeed: You get the skiff to the shore without incident.

If only one check succeeds: The skiff slips from your hands the crashed to the ground. It takes one hull point of damage.

If both checks fail: The skiff slips from your hands half-way down, and then rolls and slides the rest of the way to the shore. It takes two hull points of damage.

If the party rescued Druman Lakeman: Druman Lakeman, whom you saved from the wreck last night, assists you in repairing the skiff. Over the course of the day, his assistance restores two hull points.

You can now begin repairing the skiff. If anyone has the mending cantrip, they can use it now to restore one hull point. To repair the skiff, you will make skill checks using Wisdom (Carpentry) or Wisdom (Sea Vehicles) against a DC of 14. Characters with a nautical background make this check with advantage. Each success will restore one hull point to the skiff. You will each have two attempts to make this check, once in the morning and once after supper. Bards may distribute their full allowance of inspiration for each attempt. After these two attempts, further repairs to the skiff will be beyond your party's abilities. Instead of making a skill check you may choose to assist another character. However, because of the way this skill challenge works, only the most inept characters should choose this option.

At the end of the skill challenge, announce to the characters how many hull points the skiff has and record this number.

The History of Thulman's Keep

The characters can learn the history of Thulman's keep by asking the staff at Hofstead's Beacon. Alternatively they can attempt an Intelligence (History) check against a DC of 15. Characters from Cormyr or Sembia make this check with advantage.

In the year of the Six Armed Elf (1463 DR), Sembia, under the direction of its Netherese overseers, erected a fortress at the southern end of the River Lis, on the western bank. Across the river they erected a fortified gate house. Two massive stone pylons were raised in the river. A massive crank mechanism held a chain strung from the fortress to the gatehouse across the river and through the pylons. When pulled taut, the chain blocked ships from traversing the River Lis. With control of the river secured, Sembia set out to tax every ship trading between the Moonsea and the Dragon Reach. They knew this would meet steep opposition from cities around both the Dragon Reach and the Moonsea. They calculated that, as long as the taxes were low, an attack on Thulman's Keep would be difficult enough that it would not be strategic priority.

Less than a year later, Cormyrian war golems marched up from the bottom of the River Lis to pound the walls of Thulman's keep. By the time the sun rose, Cormyrian special forces had seized the keep. It took nearly five days for the Sembian army to march re-enforcements to the keep. They arrived to find the walls reduced to rubble, the chain mechanism and river facing ballistas destroyed, and the rest of fortress and arsenal looted. The great chain which blocked the river was broken in multiple pieces and sunk in the river. The Cormyrians had already retreated into the forest of Cormanthor, spirited to safety by elven allies. Subsequent Sembian calculations determined that attempting to tax the River Lis was not a profitable venture, and Thulman's Keep was abandoned.

ENCOUNTER: OBLIGATORY BAR FIGHT

Weak Party		
3	Veteran	700 XP each
1	Orog	450 XP each
1	Doppelganger	700 XP each
Total XP		3250 XP

Normal Party		
5	Veteran	700 XP each
1	Orog	450 XP each
1	Doppelganger	700 XP each
Total XP		4650 XP

Strong Party		
5	Veteran	700 XP each
1	Orog	450 XP each
1	Doppelganger Assassin	3900 XP each
Total XP		7850 XP

SETUP

The characters start around the table furthest from the lighthouse stairs. The orog starts the encounter blocking the passage to the stairway. The veterans begin around the table nearest to the stairway. The doppelganger, in the form of Maxwell, starts next to whatever PC is closest to the bar. Loretta, knocked to the floor by the orog, stays down and cowers. The bar maid starts the fight under the middle table. The other bar maid and the cook are in the kitchen when the fight begins, and do not emerge to see what is going on. The bar staff have 5 hit points and AC 10 if attacked, but they do not engage in combat.

SURPRISE!

Unless the characters specifically call out the lighthouse keeper as suspicious or suspect, the doppelganger's first attack roll is considered to have surprise. If the character state they are wary of the lighthouse keeper because of his interactions with his wife, or some other plausible reason, assume they are not surprised. If they request an insight check, then allow them a DC 20 Wisdom (Insight) check when the doppelganger positions itself next to the PC before initiative is rolled. On a success, a character realizes the lighthouse keeper is actually preparing to strike and may warn the targeted PC as combat begins. The doppelganger still begins the encounter next to a PC. Surprise will give the doppelganger advantage on its attack roll and boost its damage. See the stat blocks for the doppelganger in the weak and normal versions of this encounter, and the doppelganger Assassin in the strong version for how this affects the doppelganger's damage.

TACTICS

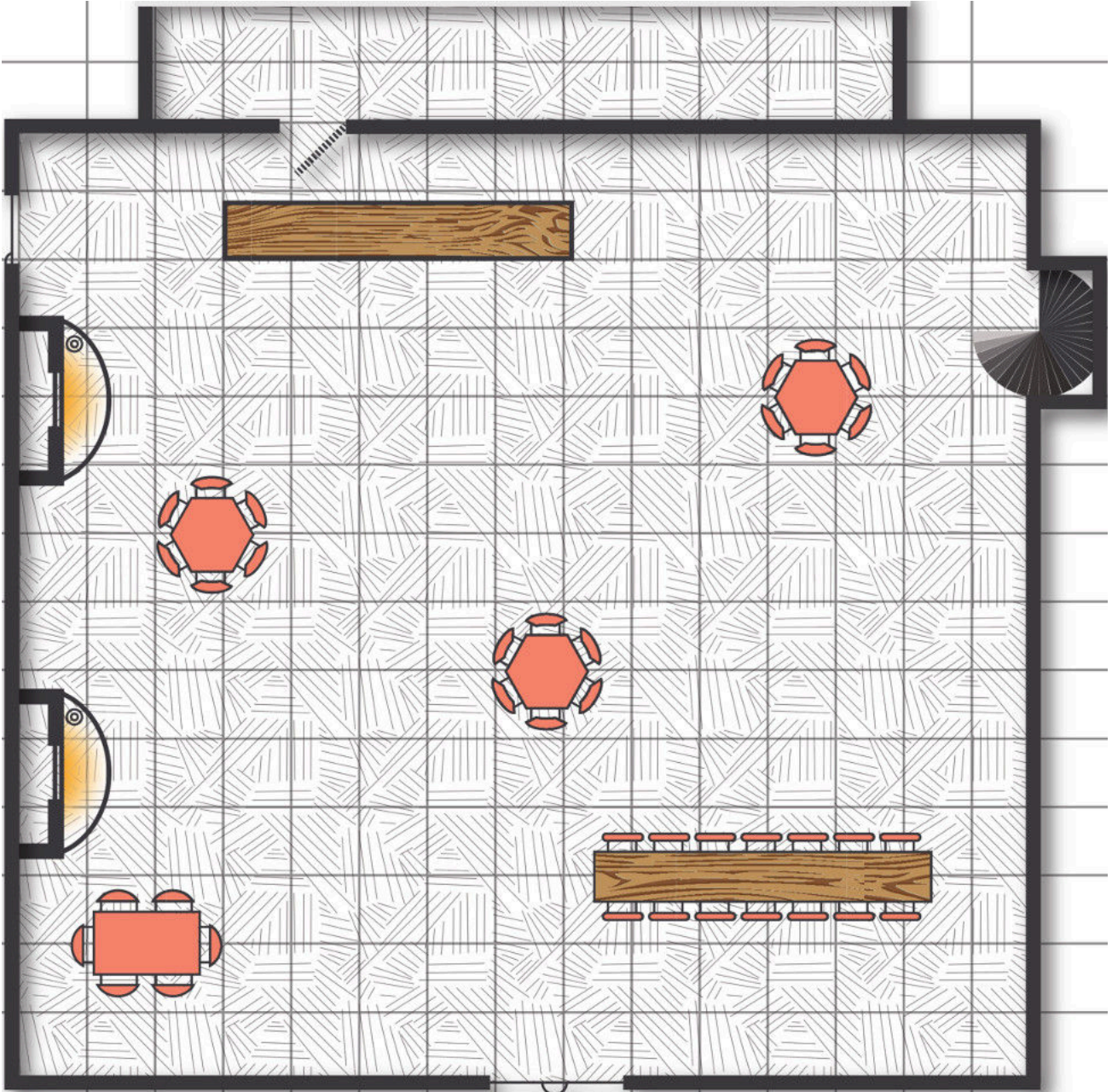
The doppelganger attacks whomever it is standing next to at the first opportunity. Either with an opportunity attack when the PC moves away to target other

combatants, or on its turn in the initiative order. After attacking its initial target once, it turns its attention to any obvious healers, or casters if no healer is apparent. It only moves if it may do so without provoking an opportunity attack. The orog goes after whatever target it deems to be the toughest physical fighter, equating physical size, strength, and the presence of armor or heavy weapons with combat prowess. The Veterans then spread out, and each takes one party member. They leave the orog to fight one on one, but if there is already a man on each party member they double up first with the doppelganger and then with other Veterans.

CONCLUSION

If one of veterans is the last one standing and his initiative comes up, he makes a lunge for the bar maid under the table with the intent of threatening her life to escape. The bar maid responds by pulling a dagger from her apron and running it through his eye, finishing him off.

On the floor, the body of the lighthouse keeper seems to melt, its skin turning black as its face loses all features. The blond woman, staring at what she thought was her husband, screams in horror then begins to sob. The remaining staff slowly pick themselves off the floor and look around in shock.



Encounter : Obligatory Bar Fight
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DOPPELGANGER ASSASSIN

Medium monstrosity (shapechanger), unaligned

Armor Class 15 (leather) **Hit Points** 54 (12d8+0)

Speed 30 ft. **CR** 8 (3900 XP)

Senses darkvision 60 ft., passive perception 10

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	11 (+0)	10 (+0)	14 (+2)

Skills Acrobatics +7, Deception +8, Insight +3, Stealth +7

Damage Immunities charmed

Languages Common

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Assassinate. The doppelganger has advantage on attack rolls against any creature it has surprised. Any hit the assassin scores against a surprised creature is a critical hit.

Ambusher. During its first turn, the doppelganger has advantage on attack rolls against any creature that has not taken a turn.

Sneak Attack (1/Turn). The doppelganger deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the assassin that is not incapacitated and the assassin does not have disadvantage on the attack roll.

Actions

Multiattack. The doppelganger makes two melee attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 ft. of it. The effect can penetrate barriers, but 3 ft. of wood or dirt, 2 ft. of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate) **Hit Points** 42 (5d8+20)

Speed 30 ft. **CR** 2 (450 XP)

Senses darkvision 60 ft., passive perception 10

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

Skills Survival +2

Languages Common, Orc

Actions

Multiattack. The orog makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120, one target. Hit: 7 (1d6 + 4) piercing damage.

Bonus Actions

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

DOPPELGANGER

Medium monstrosity (shapechanger), unaligned

Armor Class 14 **Hit Points** 52 (8d8+16)

Speed 30 ft. **CR** 3 (700 XP)

Senses darkvision 60 ft., passive perception 11

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

Skills Deception +6, Insight +3

Damage Immunities charmed

Languages Common

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The doppelganger makes two melee attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 ft. of it. The effect can penetrate barriers, but 3 ft. of wood or dirt, 2 ft. of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint) **Hit Points** 58 (9d8+18)

Speed 30 ft. **CR** 3 (700 XP)

Senses passive perception 12

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

Skills Athletics +5, Perception +2

Languages any one language (usually Common)

Actions

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

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

ENCOUNTER: STRUGGLE IN THE SURF

Weak Party		
2	Kuo-Toa	50 XP each
2	Kuo-Toa Monitor	700 XP each
1	Kuo-Toa Archpriest	2300 XP each
Total XP		3800 XP
Normal Party		
4	Kuo-Toa	50 XP each
2	Kuo-Toa Monitor	700 XP each
1	Kuo-Toa Archpriest	2300 XP each
2	Will-o'-wisp	450 XP each
Total XP		4800 XP
Strong Party		
4	Kuo-Toa	50 XP each
4	Kuo-Toa Monitor	700 XP each
1	Kuo-Toa Archpriest	2300 XP each
4	Will-o'-wisp	450 XP each
Total XP		7100 XP

Rnd	TIMELINE Events
1	Characters who rushed reach the shore and enter combat.
2	Characters who took their time on one check arrive. First two wisps arrive, for normal difficulty.
3	Characters who took their time on two checks arrive. Two more wisps arrive for strong parties. One survivor drowns if none have been saved.
4	Characters who took their time on all checks arrive.
5	A survivor drowns if two have not been saved.
6	Thematically appropriate Kraken arrives.
7	The final survivor drowns if none have been saved.

FIGHTING IN THE STORM

Visibility. The combination of storm and darkness reduces visibility. Characters without dark vision or a light source have their visibility reduced to 10 feet. Characters with dark vision or a light source (including the Kuo-Toa) have only one-half their usual distance for visibility. Blind sight and Tremor sense are useless in the storm and waves.

Wind. The howling wind makes attacks with ranged missile weapons very difficult to aim properly. Such attacks are made with disadvantage.

Terrain. The combination of water depth, wind, and waves makes all water squares difficult terrain for anyone who does not have a swim speed.

SETUP

The characters begin on the beach, and the Kuo-Toa begin in a ragged line in the water, 25 feet from the shore. The Kuo-Toa Archpriest stands ten feet behind the other Kuo-Toa. The first two survivors should be placed between the characters and the Kuo-Toa, and the third is behind the Kuo-Toa's line. The survivors should be placed so they are not adjacent to any of the Kuo-Toa. If there are Will-o'-Wisps present in the encounter, two arrive at the start of the second round and act on their initiative. If there are more Will-o'-Wisps present, they arrive at the start of the third round. If the characters took their time coming down to the shore, some or all of them may already be present when the encounter begins. They arrive from the land side of the encounter, behind where the characters start.

RESCUING SURVIVORS

Three survivors are in the immediate vicinity of the encounter, struggling towards the shore. They will drown unless the characters assist them. To assist them, a character must move adjacent to the survivor, and spend their action to grab them. A survivor that has been grabbed is no longer in danger of drowning, but is not safe yet. The character must then spend their own movement to get them to the shore. Only then will they be safe. At the start of the third round, one of the survivors drowns if none of them have been grabbed. The second survivor dies at the start of round five if there are two remaining survivors who have not been grabbed, and the third dies at the start of round seven if they have not yet been grabbed. Remember that if the characters took their time coming down to the shore, this counts against the time they have to rescue any survivors.

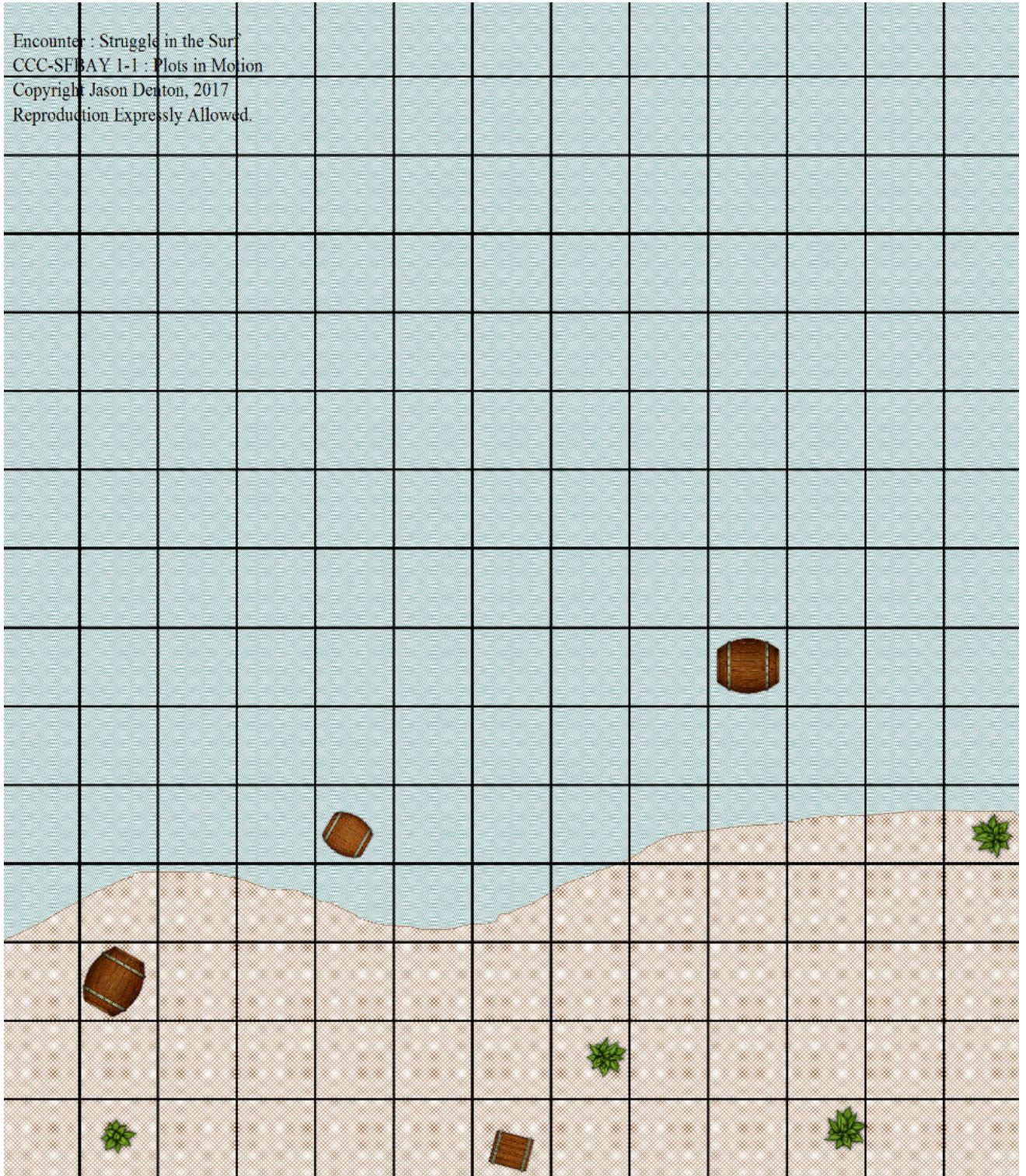
TACTICS

The Kuo-Toa spread out, and try to engage opponents one on one. They use their sticky shields to try and snag their opponents weapons. The Kuo-Toa Monitors attempt to gang up on anyone whose weapon is caught. The Archpriest stays behind the other Kuo-Toa, and casts spells. He opens by casting *Hold Person* using a fifth level slot to target four of the characters. On the second round, he uses *Spiritual Weapon* and *Sacred Flame*. If forced into melee he casts *Spirit Guardians*. He holds onto his other 5th level slots to cast *Mass Cure Wounds* when three or more of his allies are injured.

CONCLUSION

The encounter ends when all Kuo-Toa are dead, and all survivors have drowned or been rescued. Each survivor rescued is worth an additional 25 XP for each party member.

Encounter : Struggle in the Surf
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KUO-TOA MONITOR

Medium humanoid (kou-toa), neutral evil

Armor Class 13 (natural armor) **Hit Points** 65 (10d8+20)
Speed Speed 30ft., swim 30ft. **CR** 3 (700 XP)
Senses darkvision 120 ft., passive perception 14

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

Skills Perception +4, Religion +3

Languages Undercommon

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

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

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

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

Actions

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

Bite. Melee Weapon Attack: +4 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.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19 **Hit Points** 22 (9d4+0)
Speed 0 ft., fly 50 ft. (hover) **CR** 2 (450 XP)
Senses darkvision 120 ft., passive perception 12

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

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

Damage Immunities lightning, poison

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

Languages the languages it knew in life

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 ft. of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

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

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

KUO-TOA ARCHPRIEST

Medium humanoid (kou-toa), neutral evil

Armor Class 11 (natural armor) **Hit Points** 97 (13d8+39)
Speed Speed 30ft., swim 30ft. **CR** 6 (2300 XP)
Senses darkvision 120 ft., passive perception 16

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

Skills Perception +6, Religion +4

Languages Undercommon

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.

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

Cantrips (at will): guidance, sacredflame, thaumaturgy

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

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

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

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

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

Actions

Multiattack. The kuo-toa makes two melee attacks.

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

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

KUO-TOA

Medium humanoid (kou-toa), neutral evil

Armor Class 13 (natural armor, shield) **Hit Points** 18 (4d8+0)

Speed Speed 30ft., swim 30ft.

CR 1/4 (50 XP)

Senses darkvision 120 ft., passive perception 12

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

Skills Perception +2

Languages Undercommon

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.

CHAPTER 3: JOURNEY DOWN THE RIVER LIS

The storm has caused the River Lis to overflow its banks. Tree branches, and the occasional small tree blown over by the storm float down the river with you. The current is rapid and tumultuous. You make good time, but must be wary of debris. As the sun sets, you drag the skiff onto the muddy shore and settle in for a well deserved rest; already more than half-way to your destination.

The current is slower in the morning, but still swift enough that you will likely make Thulman's Keep by nightfall. At midday, the eastern bank turns into a swampy marsh, an area known as the Flooded Forest. An hour later, the ruins of Fort Dalton begin to poke through the swamp. You catch a glimpse of something large and scaled moving amongst the ruins, and adjust the sail on your skiff to take you towards the other shore.

An hour later the water takes on a sickly yellow shine. You dip a barge pole over the side, and it comes back covered in thin slime. Your skiff slows as you float through it. Alert to the possibility of danger, you lock your eyes on a pair of slick, well rounded boulders ahead of you in the river. The tension rises as you drift closer, weapons out. It is almost a relief when one of them twitches and you spring into action. Then there is a thump, and the back end of the boat is lifted out of the water, sending you scrambling across the deck as it tilts. With a splash the back end drops back into the water. The thing that has surfaced behind you might be described as lobster like, if lobsters were twelve feet tall and sprouted tentacles from their mouths. One of its gigantic pincers has latched onto the skiff, and is slowly crunching through it. The other waves menacingly at you. As the fight begins, the water begins to churn. Fish with massive jaws and sharp, jagged teeth leap across the surface of the water, looking for food.

Fort Dalton

The ruins of Fort Dalton lie between Hofstead's Beacon and Thulman's Keep. They are on the eastern side of the river, a dozen miles north of Thulman's Keep in the Flooded Forest. It was once a thriving city known for its learned sages and powerful magic. Then it was razed by dragons. In the past explorers and treasure seekers looted vast riches and powerful magic from the ruins. Now, however, the ruins have been picked clean. Still, rumors of undiscovered hoards persist and brave adventurers might be tempted to try their hand at claiming their own share of Fort Dalton's treasure.

It is possible the characters may have previously foiled the plot of an evil elemental water cult in the ruins of Fort Dalton, in the tier one adventure *Dark Rites at Fort Dalton*.

This begins the encounter [Seafood Buffet](#).

If the boat survives the fight with the Chuuls, the rest of the trip is smooth sailing. Nightfall finds the characters close to their destination, and nothing troubles their sleep. They can sail or hike into Thulman's Keep as suits them in the morning. Reaching Thulman's Keep with the skiff intact earns the characters 150 XP each.

If the boat does not survive the fight with the Chuuls, the characters are forced to trek through the wilderness. It should be obvious that the Flood Forest on the eastern bank is dangerous and difficult to traverse on foot; the characters are best served by sticking to the western bank and the Cormanthor forest. The under growth is thick, and it will take the characters an additional day to reach Thulman's Keep.

ENCOUNTER: SEAFOOD BUFFET

Weak Party		
1	Huge Chuul	2900 XP each
2	Swarm of Quippers	200 XP each
1	Chuul	1100 XP each
Total XP		4400 XP
Normal Party		
1	Huge Chuul	2900 XP each
3	Swarm of Quippers	200 XP each
2	Chuul	1100 XP each
Total XP		5700 XP
Strong Party		
1	Huge Chuul	2900 XP each
4	Swarm of Quippers	200 XP each
4	Chuul	1100 XP each
Total XP		8100 XP

SETUP

The Huge Chuul starts the encounter adjacent to the back of the boat. The other two Chuuls start within ten feet of the forward end. The quipper swarms spread out around the front end of the boat, within fifteen feet of the boat. The party may place themselves as they like on the boat.

TACTICS AND THE SINKING SHIP

The Huge Chuul does two hull points worth of damage to the skiff when it emerges from the river (before initiative is rolled). Every round there after, it takes the multi-attack action and use one of its two attacks to automatically do one more point of hull damage to the skiff. If no character is in melee range (10 ft.) it uses the other attack to do another point of damage to the skiff. Otherwise, it chooses a character in range to direct its other pincer at. It does not move unless it sinks the skiff. The remaining Chuuls attack whichever characters are closest to them. If they succeed in grappling a character, they use their movement to back away from the skiff, pulling the character off the boat and into the water. Remember that they their speed is halved while grappling. The quippers circle in the water and wait for someone to fall in, swimming underneath the boat is doing so makes it easier to reach a character in the water.

IN THE WATER

If a character gets dragged into the water, or the boat sinks, they quickly realize the water is deep enough at this point in the river that they can not touch the bottom (about seven to eight feet). Characters wearing no or only light armor have no problem treading water. Characters in medium or heavy armor have disadvantage on all attacks rolls and ability checks as they struggle to stay on the surface. Characters that can breath water or have a swim speed ignore these penalties. For

characters without a swim speed, treat the water as difficult terrain for purposes of movement. The quippers immediately swarm any character who is in the water. Remember that the quippers (and any sinking characters) are underwater, so they take half-damage from fire based attacks and spells, and have advantage on saves versus fire-based effects.

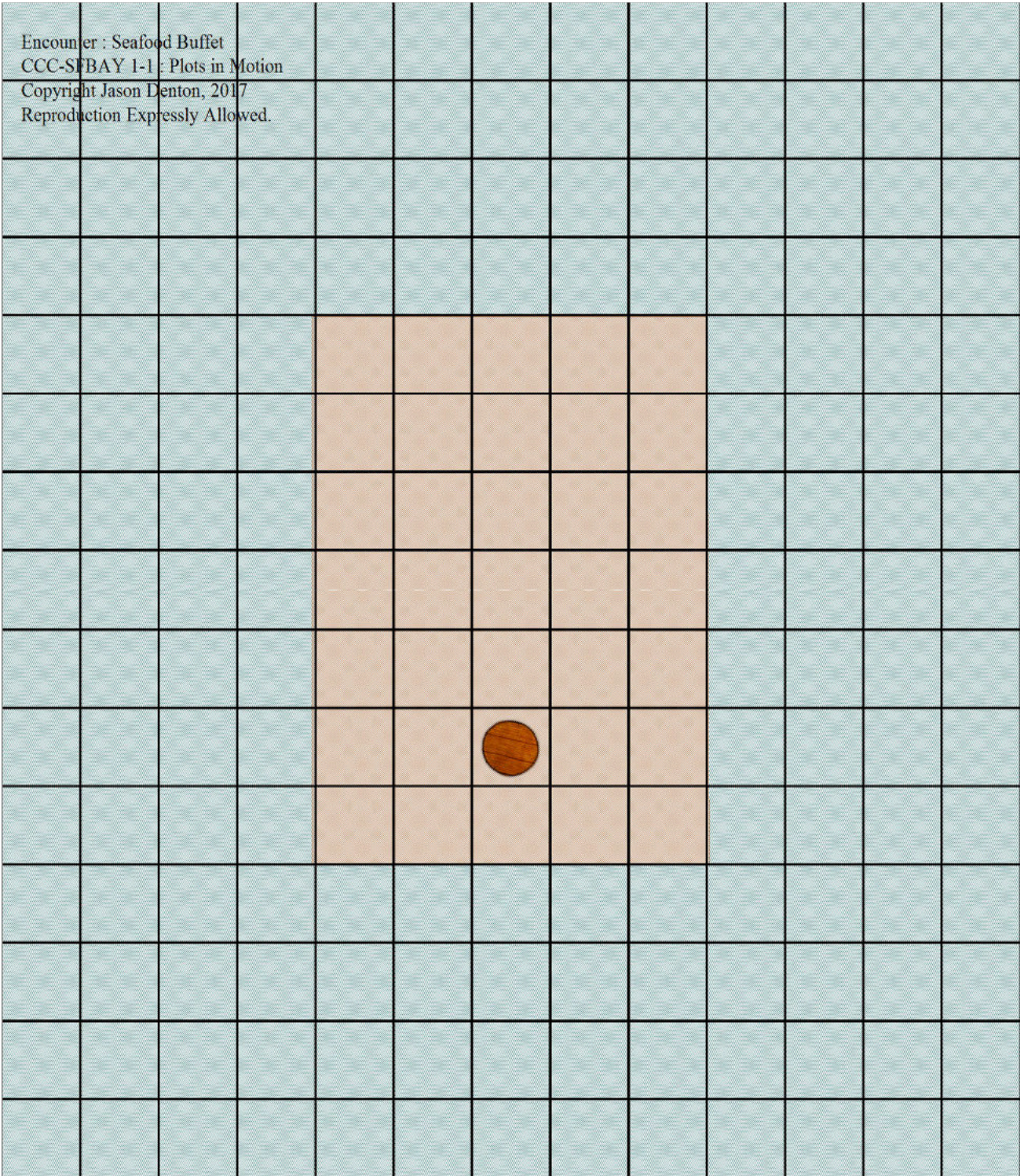
THAT SINKING FEELING

If the boat sinks, a number of quipper swarms equal to the initial number of swarms should be added at the edges of the map. They then move forward and attack on the same initiative as the other quippers. The characters do not receive any additional XP for defeating quipper swarms attracted by the sinking boat.

CONCLUSION

If the boat is in one-piece when all the chuuls are dead, the encounter ends when all characters are aboard. If the boat sinks, the encounter ends when both the chuuls and the quippers have been defeated, or the characters have reached the safety of the shore. Assume the nearest bank is 60 feet from the edge of the map. Most characters, with 30 foot of movement and no swim speed, will need two rounds to reach the shore if they take the dash action.

Encounter : Seafood Buffet
CCC-SFBAY 1-1 : Plots in Motion
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CHUUL

Large aberration, chaotic evil

Armor Class 16 (natural armor) **Hit Points** 93 (11d10+33)

Speed 30 ft., swim 30 ft. **CR** 4 (1100 XP)

Senses darkvision 60 ft., passive perception 14

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Languages understands Deep Speech but can't speak

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HUGE CHUUL

Huge aberration, chaotic evil

Armor Class 17 (natural armor) **Hit Points** 171 (18d10+72)

Speed 30 ft., swim 30 ft. **CR** 7 (2900 XP)

Senses darkvision 60 ft., passive perception 16

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	6 (-2)

Saving Throws Str +8

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned

Languages understands Deep Speech but can't speak

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage. The target is grappled (escape DC 15) if it is a huge or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SWARM OF QUIPPERS

Medium swarm of Tiny beasts, unaligned

Armor Class 13 **Hit Points** 28 (8d8-8)

Speed 0 ft., swim 40 ft. **CR** 1 (200 XP)

Senses darkvision 60 ft., passive Perception 8 passive perception 8

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

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

Languages None

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

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

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

CHAPTER 4: THULMAN'S KEEP

Two stone pillars rise out of the River Lis, dividing it roughly in thirds. On the eastern bank is a ruin that was likely once a fortified tower. On the western bank, Thulman's keep looms over the river. A tall tower, with a gaping hole just above the waterline, still over looks the river. Most of the fortress's wall still stands, but the many gaping holes in it render it useless as a defensive fortification.

The current condition of Thulman's Keep means that the characters can enter almost anywhere. If the characters take the time to scout the exterior of the keep before entering provide them with the map from [Thulmans Keep](#). If they enter through the hole in the river tower the find themselves in [D2: Mechanism Room](#). If they enter from anywhere other than the main gate, nudge them towards the clue and encounter at the main gate. This is best done by having one of them spot the body from a distance while the party is wandering around the exterior of the keep. Otherwise, the characters are free to explore the keep. When they reach the entrance to the tower, either from the keep's courtyard or by exiting [D2: Mechanism Room](#), they spot the tracks leading to the steel door which guards the entrance to [E. Under-keep](#). The key to the door is in the [D3: Commander's Suite](#), on the third floor of the tower. Once the characters are through the door, they are ready for the final encounter with [The Three Hags](#).

A. MAIN GATE

The portcullis that once protected the entrance to Thulman's Keep is twisted and bent, as if some mighty giant set it's strength against it. At the center of the portcullis the bent and broken bars make an opening large enough for something twelve feet tall or more to walk right through. The wooden doors that once stood behind the portcullis have been torn from their hinges. Great gaping holes have been knocked through the walls in numerous places. Towers that once protected the approach have been torn down and are now just piles of rubble. Thulman's Keep is no longer defensible in any meaningful way.

Just inside the portcullis lies a body. It is dressed in leather breeches, a woolen cloak, and riding boots. On inspection, it appears to have been a blond half-elf, his nose a bit crooked. His belly has been torn open, his guts and entrails are splayed around him in a bloody mess. His eyes have been pecked out, and one leg is missing from the thigh down. It is difficult to tell, but the body seems to be the right height and weight to be the rider you saw in the storm. A pack lies to one side, its contents dumped

on the ground. As you inspect the carnage, an enticing melody stirs the air, demanding your attention.

Approaching the main gate and inspecting the body causes a harpy to start singing, triggering the encounter [Three Part Harmony](#).

After the party has dealt with the Harpies and the Owlbears, they can search the body, the pack, and the monsters dens and nests. The rider's purse contains 75 gp, a journal, and a spellbook. The journal contains musings, arcane scribblings, and gloating about various misdeeds. However, one particular page appears to deal with the attack on the lighthouse, as detailed in [Player's Handout - Journal Entry](#). The contents of the spell book can be found in the appendix [Adventure Summary](#), under [Rider's Spellbook](#). The harpies' nests contain a gold bracet worth 50 gp and a matching gold necklace worth 75 gp.

B. OUTBUILDINGS

The keep contains a number of outbuildings, which the character encounter as they explore the area inside the walls.

B1: CHICKEN COOP

This wooden outhouse is a chicken coop. In the yard outside several of the birds are scratching in the dirt. Inside, feathers and birds are everywhere, as lean looking hens sit in rotting nesting boxes and cluck in your general direction. A rooster screeches at you from the far end of the coop. The ugliest baby chick you have ever seen charges the group, chirping and wagging its scaly tail. Suddenly, the entire flock takes flight, cackling and screeching, pecking and clawing at whatever exposed bits of flesh they can find.

The flock contains both chickens and cockatrices. When the characters enter the chicken coop and draw the attention of the ugly chick, they trigger the encounter [Hen Pecked](#).

If the characters defeat the cockatrices without using area of effect magic, whatever is left of the flock continues to squawk at them but they are free to search the chicken coop for loot. They find a half-dozen small eggs in the nesting boxes with which to supplement their rations. They also find a single, larger, leathery, green egg. If they pack it carefully they may sell the cockatrice egg to an alchemist or similar individual for 100 gp when they return to civilization. Hatching it requires specialized knowledge and constant care, and so they will not be able to hatch it themselves. If the characters destroyed the chicken coop with area of effect magic

they find nothing of value in the rubble.

B2: STABLES

This long, low building is obviously a stable. There was once a fence around the area in front of the building forming a corral, but now only a few posts remaining standing. Inside, stalls are filled with rotted hay. On the walls, a few pieces of tack have decayed beyond usefulness.

A thorough search of the stables turns up two iron horse shoes and three iron nails.

B3: WELL

In the middle of the courtyard is a stone well. The winch mechanism has been broken, and rope and bucket are missing.

The well is 40 foot deep, and if the characters pull up a bucket or water or descend into the well themselves they discover that the water in the well is foul and muddy.

B4: LATRINES

At the door to this long, low building, you pause. Before you open the door, your nose tells you that this was once the latrine.

If the characters hold their noses and search the latrine, they find nothing. Lowering a light source through one of the holes reveals a deep pit with the expected muck at the bottom.

C. THE CENTRAL KEEP

In the middle of the fortress is the central keep. It is a two story stone edifice, with a north and south wing extending from the central portion of the building. Two large wooden doors, standing open, lead into the center of the building. At the front of each of the wings a smaller door leads directly into that part of the building.

The center door of the keep opens into [C3: Desecrated Chapel](#). The door to the south wing opens into [C1: Barracks](#). [C2: Arsenal](#) sits behind the barracks. The door to the north wing opens into [C4: Mess Hall](#), and from there the characters can reach [C5: Kitchen](#).

C1: BARRACKS

This was once a barracks. Rows of beds line the walls, and at the foot of each bed sits a small wooden chest. Most of these chests are open, their contents strewn across the floor. Vermin infest the mattresses and skitter across the floor.

Anything of value is long gone, and if the characters continue searching after the encounter they find nothing.

C2: ARSENAL

This room was once the keep's arsenal. Rows of weapon racks run up and down the length of the room, and hooks for larger weapons decorate the walls. But any armaments that once hung here are long gone. A thick coat of dust covers everything in the room.

If the characters search the room they discover that one of the hooks on a sword rack wiggles and twists when pulled. If the characters pull hard on the hook the sword rack comes away from the wall and comes crashing down around them.

C3: DESECRATED CHAPEL

This was once a chapel. The remains of an altar are spread across the far end of the room. Half a dozen pews fill the rest of the room. A portion of the back wall is charred and blackened, as if someone deliberately took a flame to it. At the edges, bits of paint suggest there was once a mural here before the vandals scorched it. In the center of the blackened area someone was crudely painted the symbol of Selune upon the wall. On another wall, the same artist has crudely rendered the symbol of Torm.

Any character interested in the chapel may make a DC 12 Intelligence (History) check. On a success, they know that when this keep was erected Sembia was under the control of Netheril, with the worship of Shar as the state religion. Shar is the evil goddess of trickery, secrets, loss, and destruction. Her worship is banned in civilized places. A DC 10 Intelligence (Religion) check will remind a character that Shar is opposed by her sister Selune. Torm is the deity of duty and loyalty, and is frequently venerated by knights and paladins of various orders.

In keeping with Shar's connection with secrets, the room is actually filled with secret nooks and hidden crannies. If the players search the room, ask them each to make an Intelligence (Investigation) check, and consult the table below. Each treasure can be found only once, and finding it requires an investigation check that meets or exceeds the given result. Each check can find

only one treasure.

CHAPEL SEARCH TABLE		
DC	Find	Worth
14	Platinum chain behind a loose brick	100 gp
17	5 black pearls in hollow pew leg	150 gp
20	Oil of Sharpness in a torch sconce	

C4: MESS HALL

Rows of tables and benches run the length of this room, and several large fireplaces line one wall. Each fireplace is equipped with a spit for roasting meat. At one end, an elevated platform holds another long table. The chairs around this one are arranged so that those seated there would have been able to watch the rest of the room. A thick layer of dust covers everything.

C5: KITCHEN

Like the rest of the keep, the kitchen is covered in dust. Several large stoves are present, and everywhere there are utensils, pots, pans, wooden plates and clay mugs. One door leads to the mess hall. Another leads outdoors. A trap door in the back corner leads to what is presumably a cellar.

If the characters take the time to search the room they find nothing of value. There are plenty of tin forks, spoons, and knives. When the keep was destroyed the raiders carried off anything of real value, including fancy dinner ware and anything sharper than a butter knife. Likewise, the cellar is empty of anything of value; any food left here when the keep was raided has long since been eaten by scavengers.

D. RIVER TOWER

At the far end of the keep, a three story tower overlooks the river. The remains of a large wooden door lie in the doorway at the base of the tower. Several holes have been knocked into the walls at various points on the second and third story. At the top, several of the crenellations have been demolished.

The ground level door leads to [D1: Tower Entrance](#). From there the characters can reach [D2: Mechanism Room](#) and [E1: Tunnel Entrance](#). is on the first floor of the river tower. The second floor holds small private rooms for the junior officers. The third floor contains the [D3: Commander's Suite](#) and quarters for the other officers. The top of the tower holds ballistae the used to point down at the river, now smashed to kindling.

D1: TOWER ENTRANCE

Inside the tower, a large steel door has been torn from its hinges and now lies in the hall outside of a central chamber. To onballistase side, a set of stairs spirals up into the tower. On the other side, a second steel door remains in tact. A thick layer of dust covers the stairs leading up, but muddy foot prints show someone has recently entered the tower. These footprints end in front of the remaining steel door.

The steel door leads to [E. Underkeep](#). The door is locked, a character with proficiency in thieves tools may attempt to pick it by making a Dexterity (Thieves Tools) check against a DC 20. If the check fails by more than 5 points, a trap within the door triggers and breaks the pick. This trap is entirely concealed within the door and can not be seen. A character who fails to pick the lock but does not trigger the trap should be told that there is some kind of additional mechanism embedded within the lock. The trap only resets when the key is turned in the lock, so if the characters have a second set of thieves tools they may continue attempting to pick the lock. A key for this door can be found in [D3: Commander's Suite](#); see the description of that room for details.

The doorway with the ruined steel door leads to the [D2: Mechanism Room](#).

D2: MECHANISM ROOM

A massive steel door once guarded the entrance to this room, but it has been torn from its hinges and now lies in the hall outside. In the center of this room stands a large wooden post, almost three feet in diameter and capped in with steel. A thick coating of grease is smeared across it. The floor of the room is filled with broken timbers that might once have been part of a giant wheel. A few links of massive chain lie on the floor, each link twisted by some great force and broken open. A gaping and ragged hole in the exterior wall gives a clear view of the river which is ten feet below the opening. Looking out, you can see the massive stone pillars and iron rings which once supported the chain across the river. It was from this room that the massive chain which guarded the river was raised and lowered.

When the keep was operational, the chain blocked the opening to the river and prevented anyone from using this as an entrance to the keep. With the chain destroyed it is possible to enter and exit the keep from here. It is ten feet from the opening to the ground, but characters can easily boost someone up to the top to get in or hang by their hands to drop down without risk of injury.

D3: COMMANDER'S SUITE

These might once have been well appointed rooms, but now they have been thoroughly looted. What was once a fine oak desk has been broken in two. Hooks and pins in the wall show where paintings or tapestries once provided decoration. A fine divan has been slashed open and its stuffing pulled out in the search for hidden treasure. Several wardrobes, chests, and sets of draws are open, the contents spread about the room. The sheets, blankets, and pillows still on the bed show two distinct pools of blood, where the commander of the keep and his companion died in bed.

These rooms were once the private quarters of the commanding officer of Thulman's Keep. His throat was slit by Cormyrian infiltrators before the main assault began, and he and his mistress still haunt the chamber. If the characters enter the room and take more than a moment to look around, read the following box text as they trigger the encounter [Shades of Netheril](#).

As you look around the room, the temperature suddenly plunges. All the doors in the suite slam shut, and ghostly figures rise from the floor.

If the party returns to searching the room after the fight, they discover the magical short sword "Smoke" lying under one of the pillows. Smoke is a +2 short sword and is described in appendix A. [Adventure Summary](#). In one of the drawers of the broken desk is a key ring with a half-a-dozen iron keys. One of these keys will open the steel door in [D1: Tower Entrance](#) that leads to [E1: Tunnel Entrance](#).

E. THE UNDERKEEP

Once the characters get past the steel door and into the [E1: Tunnel Entrance](#), they have a straight path to the conclusion of the adventure. A trap door leads to an [E2: Underground Passage](#), which in turn leads to the [E3: Lair of the Three Hags](#). After the party has dealt with the hags, they will immediately have to address a devastation orb on the verge of detonation. The party will then be able to escape by following the tunnel to reach the [E5: Eastern Tower](#) on the other side of the River Lis. Along the way, they will meet [Corbin Tusslefoot](#), who they can rescue or abandon.

E1: TUNNEL ENTRANCE

Beyond the steel door is a small chamber, no more than ten feet on a side. Set into the floor is a trap door made of steel. A pair of iron rings on either side of the trap door allow the trap door to be barred, but no bar is in evidence. The trap door itself is

open, revealing a narrow shaft. The sides of the shaft have been fitted with metal rungs, forming a ladder which descends into the darkness below.

E2: UNDERGROUND PASSAGE

When the ladder finally reaches the ground a long, dark passage stretches before you. Most of the passage appears to be naturally occurring, but in a few places appears to have been artificially widened. The passage runs almost due east, beneath the river and sloping gently down.

The passage runs for about 150 feet, before opening into the [E3: Lair of the Three Hags](#).

E3: LAIR OF THE THREE HAGS

Ahead of you, the passage opens up into a much larger cavern. Deep in the cavern, you see a flickering light, as if from a campfire. Three elderly female voices are bickering.

"Hurry finish packing. We should have left hours ago."

"Don't blame me, you're the one who wanted to finish the stew. Said the child would be stringy if we rushed it."

"You're the one with the bad teeth who can't chew."

"Why do you think they went to all this trouble?"

"I think they want to destroy the trade routes, cut the cities of the Moonsea off from the Dragon Reach."

"Well, I think they're trying to flood the underdark. Collapse the river bed so it fills up the caverns underneath."

"Can't it be both?"

"That's a stupid idea. It can't be both."

"You're stupid. You should just keep your opinions to yourself."

"You two are the stupid ones. I don't know why I'm even in a coven with you two."

The hags are busy arguing with each other, and if the characters are not using a light source and take steps to conceal their approach they can sneak up on them. If the characters are sneaking, have them make a group Dexterity (Stealth) check. If the majority of the party beats a DC 18 (the Night Hags passive perception), they successfully sneak up on the hags and get a surprise round. Surprised or not, the encounter [The Three Hags](#) begins as soon as the characters actually enter the chamber.

The Orb and the Box

Once the fight with the hags is over, the tunnel the party entered by will have collapsed behind them. The

characters will have no choice but to move forward. They will then encounter the halfling [Corbin Tusslefoot](#), and a devastation orb, now removed from the box that will keep it from going off.

You press deeper into the cavern, past the hags fire and into the darkness beyond. A halfling sits on the cavern floor, his back to a massive pillar of stone, a dazed expression on his face. "Break the box", mumbles the halfling, "break the box." At his feet is an ornate wooden box. The box's lid, once attached with silver hinges, has broken off. The halfling raises a rock, and then smashes it down on the upturned box. He does not do much damage, but he keeps hitting the box in a steady, mindless rhythm. A yard or so from the box is an orb, perhaps a foot in diameter. Its surface is made of black stone. On its surface, arcane runes glow with a pale green light. As you watch, one of the runes suddenly changes from green to red, and a low rumble shakes the cavern.

The orb is an earth devastation orb. An Intelligence (Arcana) check against a DC 10 will allow a character to know that the orb is about to release powerful magic, and that the box has been specifically crafted to prevent that. As soon as the orb is placed back in the box, read the following :

The orb settles into the box, fitting snugly into the depression in the boxes padding. For a long moment you stare at the orb, but the runes on its surface stay green. Only when you exhale do you realize that you have been holding your breath. And then, one of the runes starts to slowly fade, taking on a reddish tint. You have bought yourself some time, but you will still need to act quickly.

It should be obvious that the damage to the box means that it is not functioning as it should. Removed from the box, the orb detonates in five minutes. Returning the orb to the box delays detonation for approximately two hours, giving the characters to get it somewhere else before it detonates. See the next chapter, [Detonation and Aftermath](#) for descriptions of what happens depending on where the orb is when this happens.

An Intelligence (Arcana) check against a DC of 18 will tell a character that having the orb in the box will buy them about two hours. Alternatively, the spells *identify* or *divination* will reveal the exact amount of time left before detonation. A half-hour before it goes off the orb will throb twice, sending out vibrations that can be felt by anyone within ten feet. Five minutes before it goes off, the orb will begin to vibrate violently, and the runes on the container will flare with arcane energy as they begin to fail.

Devastation Orbs

A devastation orb is a magical bomb, created from one of the four primal elements. A devastation orb measures one foot in diameter and weighs 10 pounds. Once created, a devastation orb must be contained within a special container, inscribed with runes and symbols for the opposing element. Once removed from this container, it detonates within 1d6 minutes. Devastation orbs are described in [Princes of the Apocalypse](#).

The orb appearing in this adventure is an earth devastation orb. When it detonates, its effects everything within a one mile radius with the effects of an earthquake spell for one minute. The spell save for this effect is DC 18. See chapter [Detonation and Aftermath](#) for details about what happens when the orb goes off.

Charmed, I'm Sure

The halfling, [Corbin Tusslefoot](#) will continue trying to break the box so long as it is visible, unless forcibly restrained. Corbin, will not, however, attack the characters. Corbin will also not communicate, other than to mindlessly repeat the phrase "Break the box". If the characters take the box away, Corbin will follow at a slow walk. If the character attempt to attack, restrain, carry, or otherwise move Corbin, he does not resist. Corbin is charmed, and will remain charmed for the next twelve hours. Alternatively, the charm can be broken with *Dispel Magic*, *Remove Curse*, *Greater Restoration*, or similar magic.

Once Corbin is no longer charmed, he is confused. He is not aware of where he is or where he has been, or even what he has been doing. His last memory before the charm lapses is of being on board a ship Saerloon, bound for Telflamm. If he is rescued and escorted back to civilization he is grateful to the characters for saving his life. A skilled linguist, he can tutor the characters in one of the many languages he knows. Saving Corbin earns the characters the [Language Tutor Corbin Tusslefoot](#).

E4. EASTERN TOWER

Beyond the hags cavern the tunnel runs for several hundred yards before ending in a steel door. No lock is evident, but a heavy steel bar hold the door closed from inside the tunnel. Removing the bar, you emerge into a small chamber where a ladder leads up through a trap door. You find yourself inside a crumbling stone tower. Along one wall, a window large enough to step through faces the river, and across it you can see the large tower and wall of Thulman's keep. Opposite the opening, a huge

metal ring has been set into one wall. The door to the tower is missing, and through the open doorway you can see the swamp terrain of the flooded forest.

This tower once held the opposite end of the chain used by the keep to control river traffic. There is nothing of interest besides the entrance to the tunnel under the river. Once the characters reach this point they have escaped Thulman's keep and are free to flee or deal with the orb as they choose. Possible outcomes depending on where the orb is when it finally detonates are describe in the next chapter, [Detonation and Aftermath](#).

ENCOUNTER: THREE PART HARMONY

Weak Party		
3 Harpy		200 XP each
2 Owlbear		700 XP each
Total XP		2000 XP
Normal Party		
3 Harpy		200 XP each
3 Owlbear		700 XP each
Total XP		2700 XP
Strong Party		
3 Harpy		200 XP each
4 Owlbear		700 XP each
Total XP		3400 XP

SETUP

The harpies remain hidden on the tops of the ruined towers. They have full cover, and can not be seen from below. The Owlbears are in their dens in the base of the tower, and are not visible until a character enters the tower. This gives the first harpy to sing a surprise round, her song triggers the fight. Have each player roll a savings throw against it before initiative is rolled. If they fail, they being the combat affected. Those affected by the song of the harpies move towards the singer. In this case, that means into the base of the tower where the harpy is singing. Two of the harpies are in one tower, one is in the other. The owlbears are likewise split between the towers.

TACTICS

The harpies remain at the top of the tower and continue to sing. The second and third harpies do not start singing until their turns on the second or third turns respectively. They are smart enough to know that this gives them the best chance of affecting the whole party. Remember that a character who saves against one harpy can still be affected by the others on their next turn. The harpies do not expose themselves to fire from the ground, although they can be hit by area of effect spells that target the top of each tower. As soon as someone reaches the top of either tower or harms one of the harpies, all three flee on their next turn. They do not return.

The owlbears remain in their dens for three rounds, waiting for their meals to come to them under the influence of the harpies. They only emerge afterwards if no one has wandered into their dens.

OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor) **Hit Points** 59 (7d10+21)
Speed 40 ft. **CR** 3 (700 XP)

Senses darkvision 60 ft., passive perception 13

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Languages None

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

HARPY

Medium monstrosity, chaotic evil

Armor Class 11 **Hit Points** 38 (7d8+7)
Speed 20 ft., fly 40 ft. **CR** 1 (200 XP)

Senses passive perception 10

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

Languages Common

Actions

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

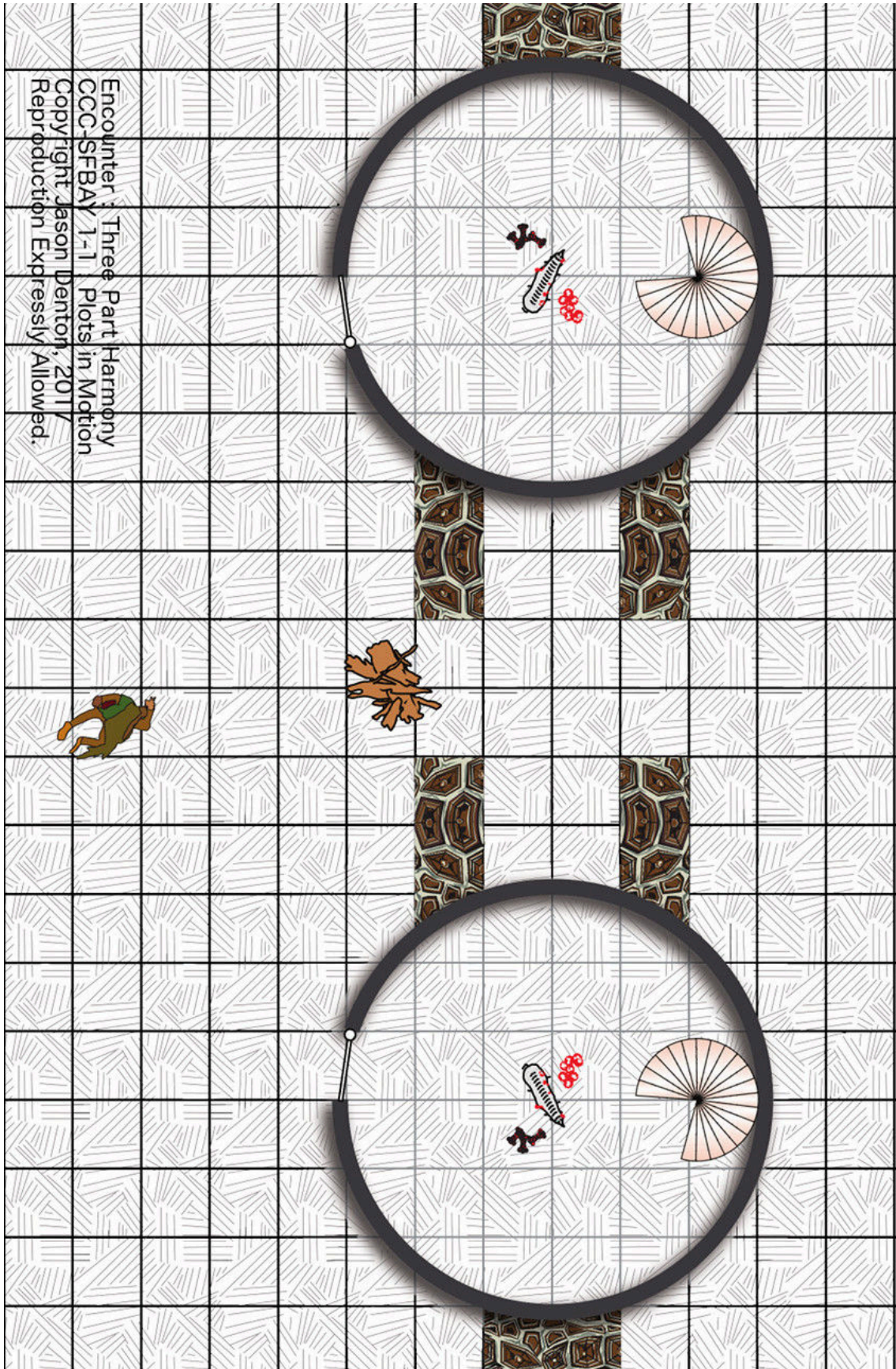
Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 ft. of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from the harpy, it must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.



ENCOUNTER: HEN PECKED

Weak Party		
4	Cockatrice	100 XP each
Total XP		400 XP
Normal Party		
8	Cockatrice	100 XP each
Total XP		800 XP
Strong Party		
12	Cockatrice	100 XP each
Total XP		1200 XP

Due to the unusual nature of this encounter, it is strongly suggested it be run using the theater of the mind, rather than on a combat grid.

FLOCKING TOGETHER

The chicken coop is home to both regular chickens and cockatrices. The cockatrices are hidden in the flock of chickens, and may not be targeted by attacks or spells until they are spotted. In order to spot a cockatrice, a character must first spend their bonus action to make a DC 12 Wisdom (Perception) check. On success, they may target a cockatrice with melee, ranged, or spell attacks until the end of their turn. On failure, they may still attack the flock. Roll 1d6, and if the result is a six they manage to target a cockatrice by sheer luck. Otherwise, assume they automatically kill an innocent chicken. Spells which target individuals but require the victim to make a saving throw, such as *Frostbite*, follow the same rules. Initially there are three dozen chickens. When the number of cockatrices equals the number of chickens, they can no longer hide in the flock and may be targeted normally.

Area of effect spells kill two chickens for every square they would normally target on a grid map, and one cockatrice will be affected for every three squares. Because the flock is swarming all the over the party, it will be necessary to cast these spells such that the party is caught in the area of effect. If the caster has some means of excluding party members from an area of affect spell (such as an evoker's *Sculpt Spell* ability), they may avoid hitting party members. Otherwise, assume that one randomly determined party member is affected for each cockatrice caught in the area of effect. Any area effect spell with have the side effect of totally destroying the chicken coop, preventing it from being looted after the fight.

As long as there are at least as many cockatrices as characters, each character is attacked by one cockatrice each round. When there are fewer characters than cockatrices, determine randomly which characters they attack. Each character is attacked by a cockatrice only once each round, regardless of how many cockatrices remain.

TAKING FLIGHT

If the characters decide not to bother with the chicken coop and retreat, the last three characters to leave each draw a single attack of opportunity from the cockatrices. After that, they are not pursued and the flock goes back to pecking in the dirt.

Spells	SPELLS VS. FLOCK	
	Chickens	Cockatrices
Burning Hands	12	2
Thunder Wave	18	3
Shatter	32	5
Fireball	All	All

COCKATRICE

Small monstrosity, unaligned

Armor Class 11 **Hit Points** 27 (6d6+6)
Speed 20 ft., fly 40 ft. **CR** 1/2 (100 XP)
Senses darkvision 60 ft., passive perception 11

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Languages None

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

ENCOUNTER: SHADES OF NETHERIL

Weak Party		
1	Wraith	1800 XP each
1	Banshee	1100 XP each
Total XP		2900 XP

Normal Party		
1	Wraith	1800 XP each
1	Banshee	1100 XP each
3	Shadow	100 XP each
Total XP		3200 XP

Strong Party		
1	Wraith	1800 XP each
1	Banshee	1100 XP each
7	Shadow	100 XP each
Total XP		3600 XP

SETUP

Allow the characters to place themselves as they wish in the rooms, spreading out as they search the area. If they choose to stay together, remind them that this is an inefficient way to search the room. If they insist on standing close together, do not feel bad about catching all of them in the banshee's wail.

The encounter begins with the banshee and the wraith floating through the floor, which gives them a surprise round. The banshee positions herself to catch the maximum number of characters with her wail. The wraith chooses the most intimidating physical warrior as his opponent. If present, the shadows ooze out from under and behind the furniture on their initiative (they do not get a surprise round) Place them in the main chamber and side chambers in rough proportion to the number of characters in each location.

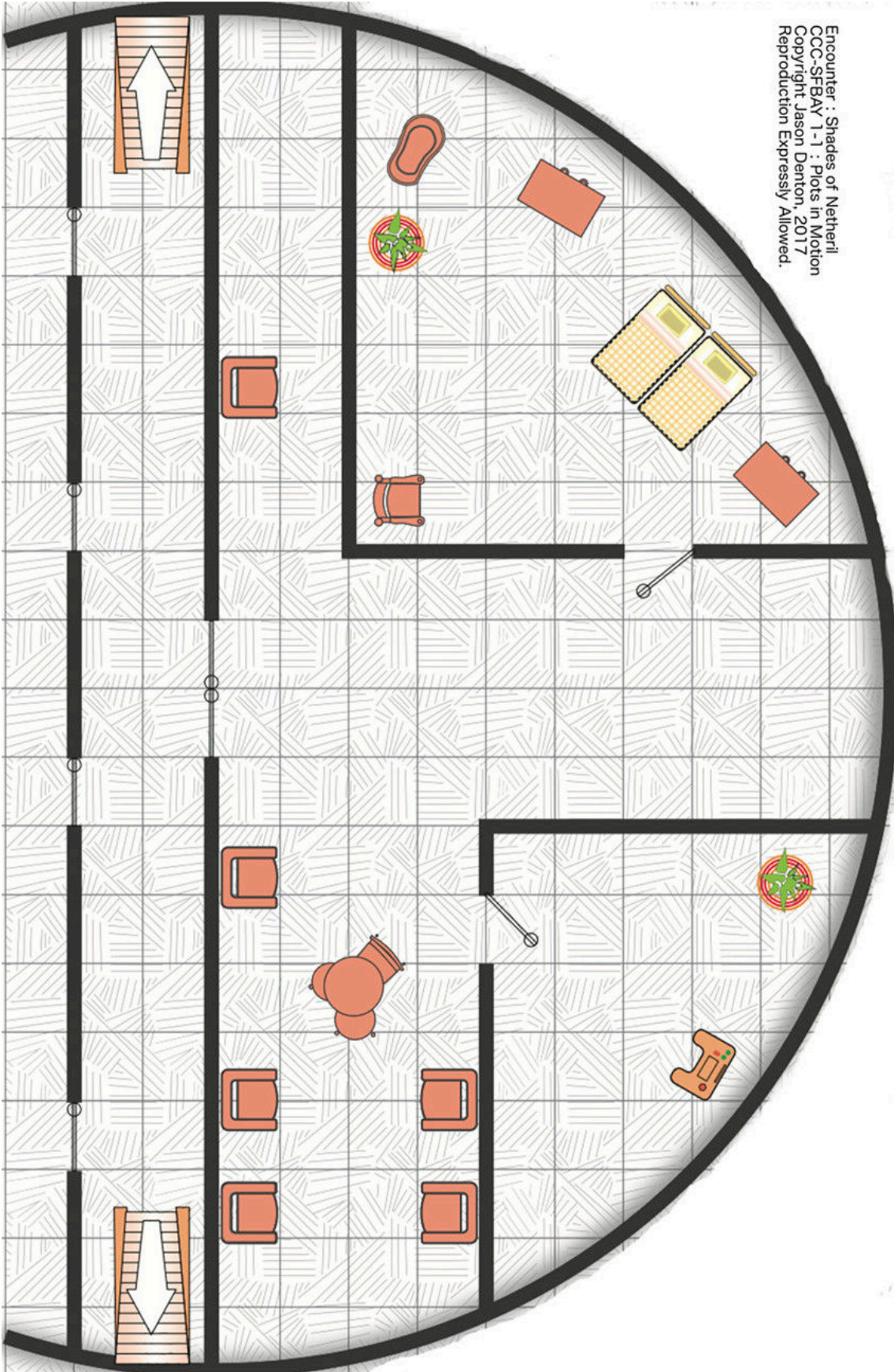
LOCKED IN

When the banshee wails all doors in the tower slam shut and will not open. They can be broken open with a DC 18 Strength (Athletics) check. Alternatively, they are destroyed when they take 30 points of damage. Spell and melee attacks automatically hit, and the doors automatically fail saves against spells. They are immune to ranged missile attacks. The banshee and the wraith can phase through the doors and walls as needed, and the shadows can squeeze under the doors without penalty.

CONCLUSION

The fight ends when all of the undead are dead or turned. When this happens the doors in the tower re-open.

Encounter : Shades of Netheril
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WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8+27)

Speed 0 ft., fly 60 ft. (hover)

CR 5 (1800 XP)

Senses darkvision 60 ft., passive perception 12

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Languages the languages it knew in life

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

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

Actions

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

BANSHEE

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 58 (13d8+0)

Speed 0ft., fly 40ft.

CR 4 (1100 XP)

Senses darkvision 60 ft., passive perception 10

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	2 (-4)	11 (+0)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

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

Languages Common, Elvish

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10)

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8+3)

Speed 40 ft.

CR 1/2 (100 XP)

Senses darkvision 60 ft., passive perception 10

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

Skills Stealth +4

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Languages None

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

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

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

Actions

Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

force damage if she ends turn inside an object

Actions

Corrupting Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

ENCOUNTER: THE THREE HAGS

Weak Party		
1	Hell Hound	700 XP each
1	Night Hag	2900 XP each
1	Green Hag	1800 XP each
1	Sea Hag	1100 XP each
Total XP		6500 XP
Normal Party		
3	Hell Hound	700 XP each
1	Night Hag	2900 XP each
1	Green Hag	1800 XP each
1	Sea Hag	1100 XP each
Total XP		7900 XP
Strong Party		
5	Hell Hound	700 XP each
1	Night Hag	2900 XP each
1	Green Hag	1800 XP each
1	Sea Hag	1100 XP each
Total XP		9300 XP

SETUP

The characters start in the tunnel entrance, and the hags start around the fire. The hell hounds start in a group on the side of the room, between the characters and the hags.

TACTICS

The Hell Hounds rush the party, putting themselves between the party and the hags. They use their breath weapon immediately, and as often as they can.

The hags are a coven as described in the side bar. If one of them dies, or they are ever more than 30 feet from each other, they lose the ability to cast their shared spells. Through out the fight they try to stay close to each other and out of melee combat. At the first opportunity the green hag or the sea hag cast *Hold Person*, targeting as many characters as possible using an appropriate level slot (up to five characters with their sixth level slot). The other two hags use their spells as possible, maneuvering to hit multiple characters with lightning bolt. In the second round, the hag not concentrating on *Hold Person* casts *Polymorph* on the night hag, turning her into a giant ape. The night hag then closes to melee with the party while the others fall back. The coven tries to remain within 60 feet of any obvious casters so that they can use *Counterspell* to neutralize them. If a character ever closes to melee range, they cast *Bestow Curse* on that character. They choose the option that requires the victim to repeat the save or waste their action every turn, and cast it using a fifth level spell slot so that it lasts for eight hours and does not require concentration.

CONCLUSION

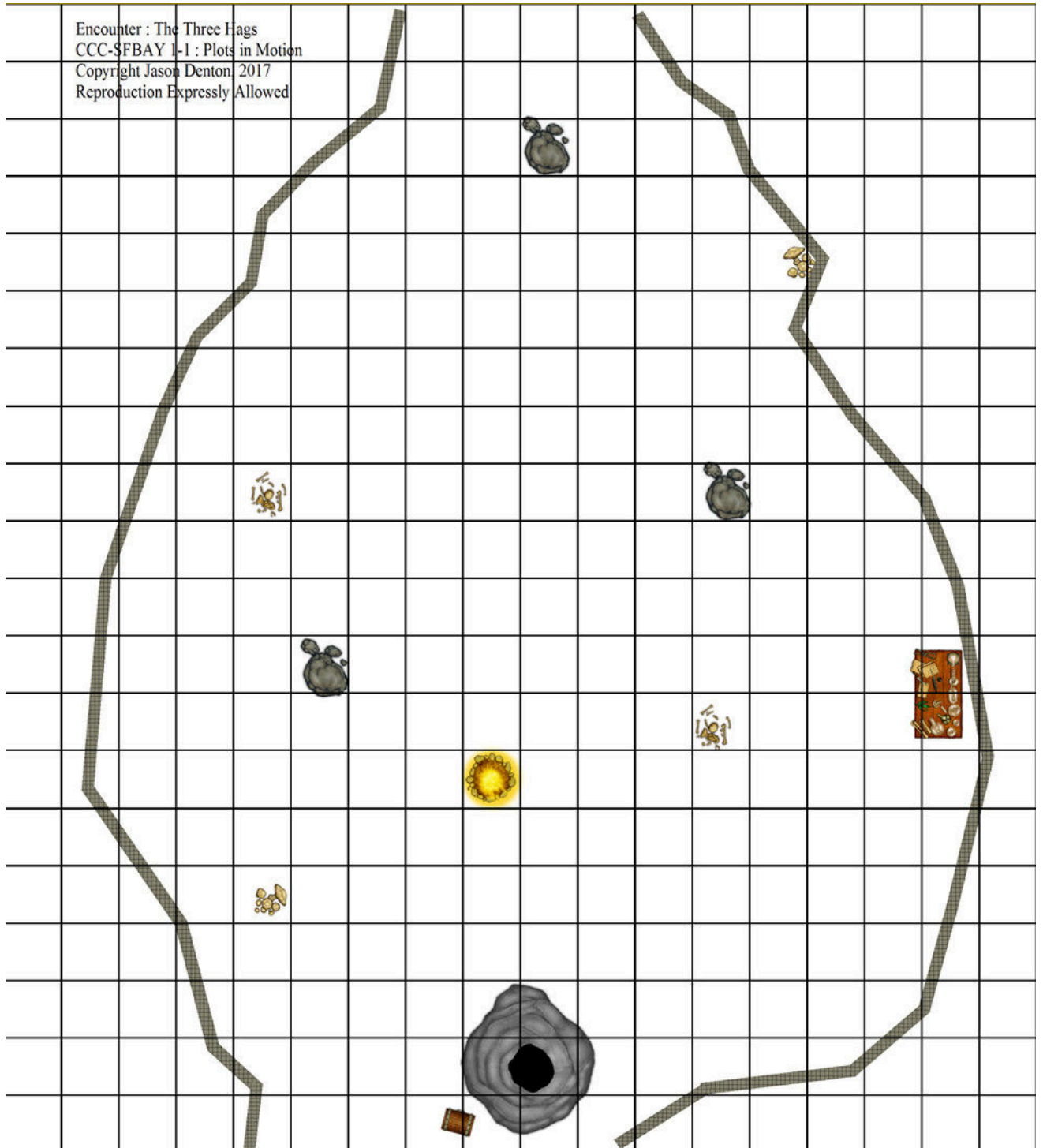
The fight ends when all enemies are killed. Once all enemies are dead, the hags have one last surprise for

the characters.

The last hag raises her head, spitting blood. "Break the box!". From the back of the cavern, there is the sound of something breaking. With an evil grin the hag, finally expires. At the back of the cavern, a red and green glow bounces across the floor. It lies there in the darkness, just beyond the flickering light cast by the hags fire.

A shudder runs through the cavern. With a mighty crack, the tunnel by which you entered collapses in a shower of pebbles and dust. You can not return the way you came.

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SEA HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor) **Hit Points** 52 (7d8+21)
Speed 30 ft., swim 40 ft. **CR** 4 (1100 XP)
Senses darkvision 60 ft., passive perception 11

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

Languages Aquan, Common, Giant

Amphibious. The hag can breathe air and water.

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

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

Actions

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

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

GIANT APE

Huge beast, unaligned

Armor Class 12 **Hit Points** 157 (15d12+60)
Speed 40 ft., climb 40 ft. **CR** 7 (2900 XP)
Senses passive perception 14

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Languages None

Actions

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.

GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor) **Hit Points** 82 (11d8+33)
Speed 30 ft. **CR** 5 (1800 XP)
Senses darkvision 60 ft., passive perception 15

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +4, Deception +5, Perception +5, Stealth +4

Languages Common, Draconic, Sylvan

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: dancing lights, minor illusion, vicious mockery

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor) **Hit Points** 45 (7d8+14)
Speed 50 ft. **CR** 3 (700 XP)
Senses darkvision 60 ft., passive perception 15

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Languages understands Infernal but can't speak it

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (natural armor) **Hit Points** 112 (15d8+45)

Speed 30 ft. **CR** 7 (2900 XP)

Senses darkvision 120 ft., passive perception 18

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +9, Insight +8, Perception +8, Stealth +8

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities charmed

Languages Abyssal, Common, Infernal, Primordial

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: detect magic, magic missile

2/day each: plane shift (self only), ray of enfeeblement, sleep

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

Actions

Claws (Hag Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

Hag Covens

When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify, ray of sickness*

2nd level (3 slots): *hold person, locate object*

3rd level (3 slots): *bestow curse, counterspell, lightning bolt*

4th level (3 slots): *phantasmal killer, polymorph*

5th level (2 slots): *contact other plane, scrying*

6th level (1 slot): *eye bite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12+the hag's Intelligence modifier, and the spell attack bonus is 4+the hag's Intelligence modifier.

A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

CHAPTER 5: DETONATION AND AFTERMATH

Eventually the devastation orb will go off, unleashing an earthquake. Assuming the character survive, they will then need to decide where to go next. If they return to Hofstead's Beacon, they will be greeted as heroes. If they return to Mulmaster they will find that the authorities there have learned of their adventures and would like to speak with them.

SHAKE, RATTLE, AND ROLL

What happens when the orb finally goes off depends on where it is. Having it underground causes the most devastation, and having it on the surface will flatten everything around it. Having it surrounded by water or air will mitigate the affects. Use the following scenarios as a guide to determining what happens at detonation.

If the characters get the orb to any location other than the underground cavern where they find it, they foil the plot and keep the River Lis open for shipping. This will earn them 250 XP each.

LEFT IN PLACE

If left in place, the orb will destroy the cave in the first moments after detonation. The pillar will collapse, and then the cave itself will collapse into the underdark. The River Lis will flow into the cavity, flooding this region of the underdark. The result is a whirlpool stretching across the mouth of the River Lis. While it exists, trade between the Dragon Reach and the Moonsea will be disrupted. Some trading houses in Sembia will go bankrupt, others will send their ships elsewhere but still see their profits greatly diminished. Trade between the cities of the Moonsea and the regions of the south will be reduced to the trickle that can go by overland routes through the Cormanthor forest. Many in Mulmaster with starve, and the rebuilding of Phlan will stall as the materials required become unavailable or too expensive. Eventually, the cavern of the Underdark will fill and the river will return to its course, but the process will take several years. There after the River Lis will be home to strange creatures and aberrations which emerge from the depths of the underdark.

Any characters still in the cavern when the orb detonates will not survive. Even if they are fortunate enough to survive the initial cave in, they will be pinned underneath tons of stone. Then the waters of the River Lis will seep through the cracks and drown them. Characters in the vicinity of the keep will not survive either. The quake will bring down the keep, and a large portion of it will slide into the sink hole that has opened beneath the river. The combination of shaking, falling debris, and rushing water is fatal for any living creature in the vicinity of the keep.

If the characters returned the orb to the box before fleeing and leaving it underground, they get a good look at the devastation up close but survive.

The ground rumbles, and keeps on rumbling. The stonework of the keep is shaken apart, the tower facing the river falls over. And then, with a great crack, it seems that the river itself disappears. The water keeps rushing forward though, and as the rumbling subsides a mighty whirlpool stretches across the entirety of the River Lis. The water flows down and down with no end in sight. It would seem that the River Lis is now impassable, cutting off the cities of the Moonsea from the Dragon Reach, at least by sea.

EASTERN SIDE OF THE RIVER

If the characters flee the cavern with the orb, they emerge from the tower opposite Thulman's Keep on the eastern side of the river. The eastern side of the River Lis is a swamp known as the flooded forest. If the characters carry or hurl the devastation orb into the swamp, it will eventually detonate with little effect, other than to knock over some trees and create a few minutes worth of large waves. See below for details on what happens if they leave the orb where they emerge from the eastern tower.

If the characters enter the swamp, you can read the following description.

All around you is the swamp known as the flooded forest. What might once have been maple trees emerge from the bog, and the air reeks of decay. Your feet sink into the muck, and the water reaches your waist. Insects swarm in the air, and at the edges of your vision you catch fleeting glimpses of motion.

If the characters are still in the swamp when the orb detonates, they get pounded by the resulting waves but otherwise come through unharmed.

You are deep inside the Flooded Forest when the box containing the orb finally fails. The orb gives one final pulse of energy, and then a great tremor rolls through the marshy ground. Great waves sweep over you, sweeping you under the water. You struggle towards the surface, but for what seems like an eternity it eludes you. Your feet scrape the bottom, and then get stuck in the mud. Frantically you push off the bottom. At last you break the surface and gulp air before the waves wash over you again. But in a moment your head is above water again. As the waves subside it becomes easier to stay afloat, until you are once again able to stand amidst quickly subsiding waves. A few minutes later, the only sign that the orb detonated is that a few more trees have gone from upright to floating in the bog.

WESTERN SIDE OF THE RIVER

Thulman's keep sits close to the mouth of the River Lis, where the river is 400 feet wide and the current is very swift. Characters using magic such as dimension door or water walking can cross it without difficulty, but it should be clear to them that attempting to make a raft will likely take more time than they have before the orb detonates. It should be clear that attempting to swim the river is very dangerous, although a strong character could do it without their armor. If the skiff survived the trip to the keep, that character could then use it to retrieve the party from the other bank. If they choose to swim, be sure to remind the characters that quippers inhabit the water. If the characters do cross the river, they can carry the orb into the Cormanthor forest, and away from the keep.

You are deep inside the Cormanthor forest when the box containing the orb finally fails. The orb gives one final pulse of energy, and then the ground begins to tremble violently. The shaking goes on and on, and around you trees are uprooted and fall to the ground. When at last the ground stops shaking, the forest has been flattened for as far as the eye can see. You stand amidst a circle of toppled trees. The forest is strangely silent, any creature who can has fled. It may be best if you too fled the area, before the elves who hold the forest sacred come to investigate.

IN THULMAN'S KEEP

If the orb is brought to the surface before it detonates, but left in Thulman's Keep or the immediate vicinity, the keep is destroyed when the orb detonates. This includes the eastern tower, on the opposite side of the river from the keep proper. The earthquake and collapse of the keep causes the river to rush in and flood the area. Anyone in the area will end up shaken and wet, but unharmed. The site of Thulman's keep becomes a wide spot in the River Lis.

With a final pulse, the orb disintegrates and a wave of energy pulses through the keep. The ground trembles, and then buckles. The keep shakes itself apart, and you must dodge falling debris as it comes down around you. The ground splits apart, and you must dash for safety as the ground cracks open and swallows Thulman's keep. For a split second you think you have dashed to safety, but ground continues to collapse into a sinkhole, and the river rushed into to fill the void. You try to run again, but the river over takes you. At last the shaking stops and you come up for air. Coughing and gasping you drag your self out of the churning waters and onto the newly formed bank of the river. For many minutes you watch the river as it violently adjusts to its new

course, but at last the waters resume their normal flow. There is now a small lake, surrounded by uprooted trees, at the southern end of the River Lis, but at least the river remains passable for ships. The devastation wrought by the orb could have been much worse.

IN THE AIR

If the characters have the means of taking flight, they can carry the orb aloft, and allow it to detonate in the air. So long as they are at least a mile above the surface, there are no effects on the ground. Whoever is carrying the orb, and anyone nearby, will experience a little turbulence and get tossed around, but this is not life threatening. Surrounded by only elemental air, the power of earth is much abated. This is the safest option for disposing of the orb.

High above the earth, the box holding the orb trembles, then disintegrates. The orb crumbles, and a wave of energy passes through your body. There is a loud boom, and then another and another. For the next minute the air around you rumbles and you are tossed about by the sudden turbulence. And then all is still once again. Surrounded by its opposing element, the power of the orb has been defeated and its detonating has come to naught. Whatever nefarious purpose the orb has meant to fulfill has been thwarted.

ON THE WATER

If the skiff survived the trip to Thulman's keep, the orb and its box can be carried out into the Dragon Reach. If the sails are properly set and tied in place the skiff can be pushed out to sea without a crew. An hour later the orb detonates, sending huge waves to beat against the shore. As there are no nearby settlements, there is no damage.

You watch as the wind blows your skiff into the waters off the moonsea. Eventually, it becomes just a tiny blob on the horizon. Then the blob is gone. A few moments later a huge wall of waters comes hurtling towards the shore, and you scramble for higher ground. For several minutes huge waves pound the beach, but then they subside. The orb has detonated without causing any lasting harm. You have a long walk back to civilization, but whatever nefarious purpose the orb has meant to fulfill has been thwarted.

If one or more characters chooses to sail the boat themselves, the boat gets a little further out into the Moonsea before the orb detonates. When it does, it shakes the

skiff to pieces. Whomever is on board ends up in the water, far from shore. Unless they have magic or some other means of transport they will eventually make it back to shore, but are forced to abandon any armor they are wearing to the depths. They reach dry land with four levels of exhaustion. They have a long recovery ahead of them and will delay the parties return to civilization, but the orb has been safely disposed of.

RETURN TO MULMASTER

If they retrace their steps, they discover Hofstead's Beacon has some additional and not entirely welcome defenders. In Mulmaster, the authorities are eager for the whole matter to be forgotten, and make their wishes known to the party. Investigations into the Zhentarim's role in the whole affair hit a dead end.

HOFSTEAD'S BEACON

If the characters return to Hofstead's beacon, they receive a warm welcome from the staff, but also discover that a small contingent of the Mulmaster watch is now permanently assigned to provide the beacon.

Your return to Hofstead's Beacon is welcomed by Laretta, Boris, and the rest of the staff. You are given a hero's welcome, and treated to the finest meal and best wine they have available. They eagerly listen to the tale of your adventures in Thulman's Keep. But there are other listeners now as well. A small garrison has taken up residence at the Beacon. It is clear from their demeanor and the way the staff give them a wide berth that they do not represent the finest examples of Mulmaster's watch. The additional security they provide is welcome, but also a constant reminder that things will never again be the same.

ENTERING MULMASTER

When and if the characters return to Mulmaster they are stopped by the Hawks, the city's secret police. After several hours of questioning they are released, with a warning not to talk further about their exploits lest they create a panic.

Shortly after you pass through the gates of Mulmaster a stern looking woman steps into your path. She parts her cloak, showing the badge of the Hawks; Mulmaster's dreaded secret police. You hear the conspicuous rattling of steel, and you realize the a number of previously inconspicuous bystanders now have their hands on swords. The woman gives you a grim smile, and jerks her head in the direction of the Tower of Blades. "Lets Chat".

Your "chat" with the blades is cordial. They are even complimentary of your efforts on behalf of the lighthouse. Their questions about Thulman's Keep and what you found there take hours. Each question is asked at least three times in different ways through out the course of the conversation as they try and trip you up. At last they are satisfied with your answers. "Citizen, I hope I do not need to explain the unfortunate consequences if you should discuss this matter outside of this room. The city is still recovering from the last round of attacks using these weapons, and we cannot risk having panic spread through the populace. If you start bragging about your exploits there could be unfortunate consequences. I'm sure you understand. You are free to go."

THE ZHENTARIM CONNECTION

If one or more of the characters had the plot hook the Zhentarim connection, they discover upon their return that there has been some turn over in the Zhentarim smuggling operation.

Tobin Nine-Fingers was in charge of Zhentarim smuggling operations in Mulmaster. Any clandestine shipment in and out of Mulmaster went through him or his subordinates. He was one of the most important and wealthy members of the Zhentarim in the Moonsea. But yesterday he was found sitting on a latrine, his throat slit. Eventually, word reaches you that the chief smuggler in Harrowdale, Honest Balten, fell from a pier and drowned. Odd, given that he came from a long line of pearl divers; but he was forty-five, so perhaps the half-elf wasn't as spry as he was in his younger days. Self-arranged promotions are a fact of life in the Zhentarim, and they often happen in batches as people see opportunities. Shipping was overdue for some turnover, and these deaths are not overly suspicious. But the demise of both men means that any information about the orb, who paid to have it brought to Mulmaster, who sent it, and who was receiving it, is lost. The trail is as cold as Tobin's seven fingered corpse.

INQUIRY AT THE TOWER

Characters who are members of the Brotherhood of the Cloaks may wish to make their own inquiries about devastation orbs at the Tower of Arcane Might. Such inquiries go nowhere, but do draw the attention of ranking members of the cloaks, who discourage the characters' search.

Your search for information about devastation orbs at the Tower of Arcane Might turns up little. There are some promising hints, but quickly you discover that the tomes and volumes you need are not on the shelves. As you look for them, you are visited by one of the senior cloaks.

“Your quest for arcane knowledge and power is commendable, but you have wandered into dangerous territory. No good can come of looking into such dangerous magic, and it will only bring suspicion on you. Drop the matter, and do not speak of it further least you be accused of belonging to one of the cults that has so recently brought ruin to the city.”

OTHER DESTINATIONS

If the heroes do not retrace their steps, they have several options. If they trust their survival skills they can brave the Cormanthor forest and go northwest to reach Elventree or Hillsfar. The bustling Sembian city of Harrowdale is two days ride to the south. The ruined city of Ylraphon sits at the southern edge of the Flooded Forest. Intrepid entrepreneurs are attempting to rebuild Ylraphon and will certainly have work for heroes willing to brave the flooded forest.

PLOTS IN MOTION

Who was trying to bring the devastation orb into Mulmaster? Was it one of the elemental cults, still intent on the city’s destruction? Where did the orb originate? Who has such power? And who commissioned the theft of the orb? Clearly the Hags were merely carrying out instructions from some other power. It seems that many plots are afoot, all of which might spell destruction for the inhabitants of the Moonsea.

APPENDIX A: ADVENTURE SUMMARY

FIGURES NEEDED

If you plan on using miniatures to run the combat encounters in this adventure, you will find it useful to have the following figures on hand. It may be possible to run the adventure with fewer figures of some type, but you will not need more than is shown in the table so long as the party does not attempt to take on two encounters at once.

Figure	FIGURES NEEDED	# Required
Banshee		1
Chuul		4
Cockatrice		12
Doppelganger		1
Doppelganger Assassin		1
Giant Ape		1
Green Hag		1
Harpy		3
Hell Hound		5
Huge Chuul		1
Kuo-Toa		4
Kuo-Toa Archpriest		1
Kuo-Toa Monitor		4
Night Hag		1
Orog		1
Owlbear		4
Sea Hag		1
Shadow		7
Swarm of Quippers		4
Veteran		5
Will-o'-wisp		4
Wraith		1

EXPERIENCE TABLES

The following table gives the experience for each encounter, by encounter difficulty. The final row gives the experience earned by a party if they defeated every encounter at the same difficulty level.

Encounter	ENCOUNTER EXPERIENCE BY DIFFICULTY		
	Weak	Normal	Strong
Obligatory Bar Fight	3250	4650	7850
Struggle in the Surf	3800	4800	7100
Seafood Buffet	4400	5700	8100
Three Part Harmony	2000	2700	3400
Hen Pecked	400	800	1200
Shades of Netheril	2900	3200	3600
The Three Hags	6500	7900	9300
Total XP	23250	29750	40550

If the party completed every encounter at the same difficulty level, the following table gives the experience

earned by each member of the party, based on party size.

	EXPERIENCE BY PARTY SIZE				
	3	4	5	6	7
Weak	7750	5812	4650	3875	3321
Normal	9916	7437	5950	4958	4250
Strong	13516	10137	8110	6758	5792

If the characters accomplished any of the following, they each receive the listed addition experience points.

XP FOR ACCOMPLISHMENTS	
Accomplishment	XP
Rescued Gibbar Jusan	50
Rescued Talindra Moondown	50
Rescued Druman Lakeman	50
Skiff survives	150
Prevented Destruction of River Lis	300
Total XP	600 XP Each

TREASURE

TREASURE BY VALUE	
Thugs purses	78
Silks	25
Casks of wine	15
Rider's purse	75
Gold bracelet	50
Gold necklace	75
Cockatrice egg	100
5 black pearls	150
Platinum chain	100
Total Value	668 gp

If the party earned, found, looted, or otherwise acquired all cash rewards in the adventure, the table below gives the split of the treasure based on party size.

Party Size	TREASURE BY PARTY SIZE				
	3	4	5	6	7
Total GP	222.67	167.00	133.60	111.33	95.43

MAGIC ITEMS

Smoke

Magical Weapon (Rare)

You have a +2 bonus to attack and damage rolls made with this magic Short Sword.

This thin blade is a foot and a half in length, and scorched black. No amount of oiling, scrubbing, or cleaning will remove the stain or brighten the blade. It ends in a jagged, broken edge, as if it was once much longer. The hilt is protected by a fencer's basket guard.

The pommel has a socket, as if for a jewel, but it is empty. This short sword cuts easily through flesh and bone, and leaves the faint smell of smoke in its wake.

CONSUMABLES

Oil of Sharpness

Potion (Very Rare)

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

NOTABLE ITEMS

RIDER'S SPELLBOOK

If the characters recovered the body of the mysterious rider at the gates of Thulman's keep, they find and may claim his spellbook.

1st level: *Disguise Self, Fog Cloud, Grease, Identify*

2nd level: *Locate Object, Mirror Image, Blindness/Deafness*

3rd level: *Phantom Steed, Nondetection*

ADVENTURERS LEAGUE REWARDS

MINIMUM AND MAXIMUM EXPERIENCE

When played are part of D&D Adventurers League, the minimum experience for completing the full, 8-hour version of the adventure is 4000 XP and the maximum experience is 8000 XP. Minimum experience for the abridged, 4-hour version is 2000 XP, and the maximum is 6000 XP.

DOWNTIME

For successfully completing the full length version of this adventure, characters receive 20 downtime days. If the character instead completed only the abbreviated, 4-5 hour version of the adventure they receive only 10 downtime days.

RENOWN

Saving the staff at Hofstead's Beacon is worth one renown. If the devastation orb goes off somewhere other than under the keep, foiling the plot and preventing a whirlpool at the mouth of River Lis, the characters earn a second point of renown.

DM REWARDS

For running the full, 8-hour version of this adventure the DM receives 2500 XP, 1250 GP, and 20 downtime days. For running the abbreviated, 4-hour version the DM receives 1250 XP, 625 GP, and 10 downtime days.

STORY AWARDS

If the players rescued at least two of the survivors during the [Struggle in the Surf](#), the second rescued

survivor is "Talindra", and they earn the story award *Crown Jewels* when they return to a large city and attempt to sell the amulet she gave them.

If the characters save Corbin Tusslefoot and help him return to civilization, they earn the story award *Language Tutor*.

SFBAY01 Crown Jewels

Talindra's Brooch is an exquisite piece of artwork. A silver dragon curls around a piece of amethyst. A fleck of ruby is set in the dragon's eye, a circle of gold enclosing the whole piece. It is a piece of jewelry fit for Cormyrian royalty. They will be very glad to get it back.

The jeweler to whom you sought to sell the piece to immediately closes his shop and sends out his assistant while he appraises the piece. He hems and haws over the value, checking ledgers and showing you drawings of other pieces and what those pieces sold for in comparison. But he does not have to stall long; the assistant returns with a full company of the watch in short order. They even bring magical support.

You spend the next three days in jail, as you plead your innocence and deny all knowledge that the brooch had been stolen from the Cormyrian Royal Vaults. Apparently, it was quite the theft. The most powerful divination magic of Cormyr's famed wizard college failed to turn up any clues. But eventually your story checks out. The staff at Hofstead's beacon confirm that a woman matching Talindra's description was pulled from the wreck and went with the other survivors to Mulmaster.

From Mulmaster the trail goes cold. No one there remembers seeing her, even though you spend several days and no small amount of gold trying to locate her. Even divination magic fails. She has slipped through your grasp for now. But the Cormyrian authorities remain wary of you and circulate your description.

When you get this story award, immediately deduct five downtime days and 25 gold pieces from your character. Until another story award instructs otherwise, you have disadvantage on all Charisma checks with Cormyrian officials.

This is a Cormyrian Heist story award.

SFBAY02

Language Tutor Corbin Tusslefoot

Corbin Tusslefoot, traveler and linguist owes you his life. In gratitude, he will suspend his travels and waives his usual fees to help you learn a new language. Corbin speaks and can tutor you in Dwarvish, Elven, Giant, and Draconic.

Normally it costs 250 downtime days to learn a new language. With the help of a language tutor you may learn a new language by spending only 200 downtime days. Alternatively, if you already have another means of reducing the number of downtime days required to learn a language, such as a faction benefit, you may reduce the cost by 25 days. You may use multiple language tutors to reduce the cost of learning a language, but each tutor may only help you learn a particular language once. If you earn multiple copies of a particular language tutor award, that tutor may help you learn one new language for each instance of the award you have. Use of a language tutor story award may not reduce the cost to learn a language to less than 100 downtime days.

APPENDIX B: IMPORTANT NON-PLAYER CHARACTERS

Loretta Truss

Human, Female, Lighthouse keeper

Loretta is thin, with fine features and flowing blond hair. She appears to be in her late thirties, but is actually nearly fifty. She claims elvish ancestry three generations back (making her 1/8th elven). Loretta is sullen, joyless, and hard working. She is the lighthouse keeper of Hofstead's Beacon, and the proprietor of its inn and tavern.

Bori Irontongs

Dwarf, Male, Cook

Bori is a stocky, middle-aged dwarf, with red hair and beard, and a dry wit. He is the cook at Hofstead's beacon, where he has become an especially fine cook of seafood; a speciality lost on other dwarves.

Ruth Tolfest

Halfling, Female, Unlucky survivor

Ruth Tolfest is a young halfling, with brown eyes, black hair, and a sparkling disposition. Always cheerful and optimistic, she has set out to see the world. Ruth has roamed the Sea of Fallen Stars and the Moonsea region extensively, constantly being involved in disasters. She always seems to come out unscathed.

Gibbar Jusan

Human, Male, Zhentarim agent

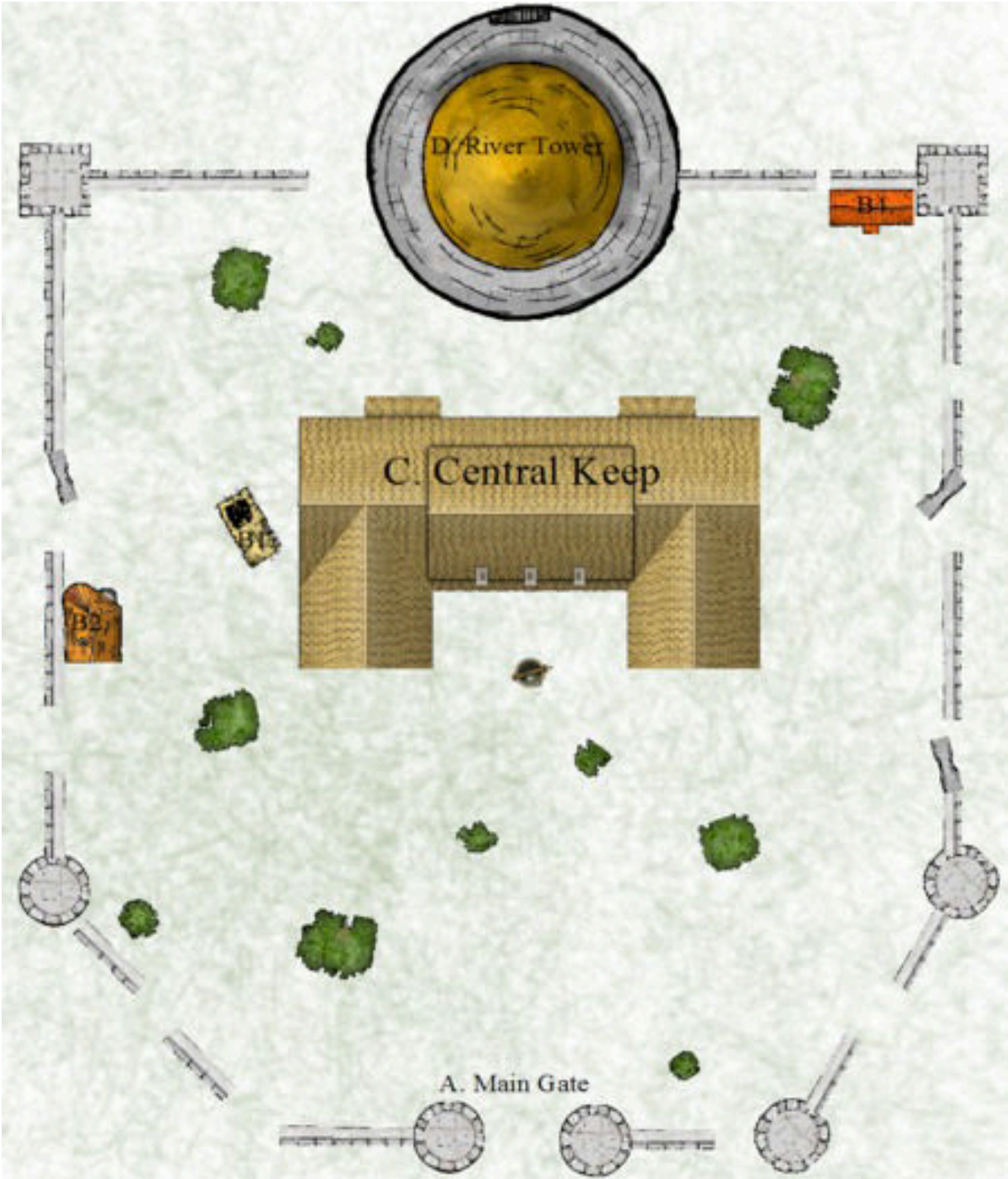
Gibbar Jusan is a lanky young man with too much grease in his jet black hair. He is obviously trying to grow a goatee. A member of the Zhentarim and a passable sailor, he is frequently employed aboard merchant vessels where his entrepreneurial spirit finds opportunities for personal profit.

Corbin Tusslefoot

Halfling, Male, Linguist and scholar

Corbin Tusslefoot is a spry but aging halfling. Gray is beginning to show at his temples, and wrinkles are appearing around his bespectacled eyes. Corbin is well traveled and widely read, and makes his living as a tutor in other languages. He speaks Dwarvish, Elven, Giant, and Draconic.

APPENDIX C: THULMAN'S KEEP



APPENDIX D: PLAYER'S HANDOUT - JOURNAL ENTRY

Security on the warehouse is unreal. Armed guards and they brought in a wizard to place wards. Need to find another way to grab it.

Buyer says grab it when they send it to Mulmaster. They think snuffing the lighthouse will guarantee a wreck. Guess that part is easy enough to arrange.

They actually believed I was going to pay them 100gp. Each! Those chumps deserve to be Owlbear scat.

Huge Storm. Lucky break for the buyers, as it makes a wreck more likely.

Pulled the box from the ocean. Almost too easy; the spell led me straight to the box with the Z mark. Time to get paid.

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