

ELEMENTAL EVIL™



ADVENTURERS LEAGUE™

DARK RITES AT FORT DALTON

Fort Dalton along the River Lis was long ago destroyed. Now rumors tell of foul cults practicing their dark rites within the fort's ruins. Are the rumors of elemental cults true or are the rumors a cover for some other sinister plot? A two-hour adventure for 1st-4th level characters.

Adventure Code: DDEX2-12

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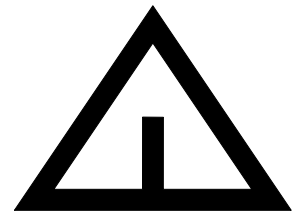
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EXPEDITIONS™

Debut: June 4, 2015

Release: July 1, 2015

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Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

INTRODUCTION

Welcome to Dark Rites at Fort Dalton, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Elemental Evil™ storyline season.

This adventure is designed for **three to seven 1st-4th level characters**, and is optimized for **five 2nd-level characters**. Characters outside this level range cannot participate in this adventure. A player with an ineligible character can create a new 1st-level character or use a [pregenerated character](#).

The adventure is set in the Moonsea region of the Forgotten Realms, in and around the city of Mulmaster and the Flooded Forest to the south of the city.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the Player's Handbook™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange

arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 2nd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime

activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Faiths that can call upon spellcasting services in Mulmaster include the following: Bane, Leira, Loviatar, Mystra, Savras, Tempus, Tymora, Velsharoon, and Waukeen.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a raise dead or revivify spell, or similar magic. A character subject to a raise dead 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.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a raise dead spell. A raise dead spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the raise dead spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a raise dead spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Despite its defeat in Mulmaster, the Cult of the Crushing Wave seeks to regain its strength and create another Devastation Orb to exact its revenge on the City of Danger. To do this, the cult is nurturing a budding elemental node of water beneath the ruins of Fort Dalton, south east of Mulmaster.

The node is nearly complete and a follower of Olhydra performs dark rites in the abandoned town of Fort Dalton to protect what she sees as the beginning of the return of the Cult of Crushing Wave. The cultist—a female marel named Shelavassa, a Champion of Olhydra called Karsev the Drowner, and a small cadre of fanatical cultists work to cement their hold on the area and provide security for the fledgling water node.

THE MAREL

Originally normal aquatic elves, the marel were cursed for their refusal to assist the humans of Northkeep in 400 DR and were cursed by the gods.

Though they still reside in the depths of the Moonsea, they are now wholly evil and worship Umberlee. Their hair is a sickly blackish-green color and their eyes glow with an eerie, pale green light.

Shelavassa has instructed her cult to waylay merchants and fisher folk who travel up and down the river Lis for supplies when needed, but also for victims for her dark rites. Using secrets of the cult, Shelavassa and Karsev drown their victims and then subject them to horrible rituals, which turn them into lacedons. These aquatic ghouls follow the cult leaders every command and make up the bulk of the rising Cult of the Crushing Wave.

The lacedons and cultists all serve to further an ultimate goal, which is to draw the cult's prophet, Gar Shatterkeel, to the node when it is finished. Once at the node Gar will perform the ritual by sacrificing a good aquatic creature with his magic trident, Drown, to create a devastation orb. In preparation for this ritual, Shelavassa has captured an aquatic elf prince by the name of Ulatha Mesavir and keeps him captive in the node.

As the cult waylays barge after barge there are occasional survivors and tales of the bandits of the river Lis have begun to spread.

OVERVIEW

As all good adventurers do, the party has accepted the role of bandit hunter. They have taken promise of gold, arcane mysteries, revenge for a missing loved one, or some other treasure to root out and stop the predations of these river bandits.

With a rough map in hand the characters decide how to go about searching for the bandits near the ruins, where they're rumored to dwell. This can lead to one of several quick encounters. If the character decide to pose as merchants with a barge or other water vessel they face a small skirmish with cultists and giant crabs in the water. If they prowl the banks of the river they may come upon lacedons. Exploring the ruins might result in a run in with a party of cultists or a splatter of mud mephits loyal to the cult. In all of the introduction encounters the characters find the body of an aquatic elf.

In general the cult tries to conceal its presence by acting like a small group of history hunters, scouring the ruins for bits of history and treasure. That is of course, unless they're attacking while on the backs of giant crabs.

After the characters' first interactions with the "bandits" or "history hunters" they meet a group of tired and wounded aquatic elves, led by a warrior-priestess named Musanna who is searching for her prince. The elves have additional information about the cult and their actual purpose in the area. Though few in number, with the aid of the characters they are confident that they can overcome the cultists.

If the characters have yet to question a cult member, the elves have one captive. The cultist relates that they've recently acquired more prisoners which are being held at an ancient bathhouse, the cult's base of operations. With additional encouragement the cultist also reveals that the prisoners are set to be subjected to a ritual to turn them into the cults "servants and protectors".

Getting into the bathhouse should be a relatively simple endeavor. There Karsev is busy with his ritual, drowning prisoners and subjecting them to the cult's magic.

Searching the bathhouse the characters find a warm spring that leads down into the earth. Following the spring they find a small set of chambers and eventually a chamber holding the young water node. Protecting the node and the elf prince prisoner are Shelavassa and her merrow servant.

After defeating the cult the elemental node begins to breakdown and dissipate.

ADVENTURE HOOKS

This adventure assumes that the characters are already involved in the story to save time. However, there are still ways to hook the characters into the adventure, see the details in the next section under How Did We Get Here.

PROLOGUE: THE STORY SO FAR

As the adventure is designed to play in two hours or less, it's assumed that the characters begin play having already agreed to look for the Fort Dalton bandits.

Despite this, the characters motivations can still be decided by the players. However, a quick question to each of the players at the start of the session will lay the groundwork for inclusion of the characters motivations into searching out the Fort Dalton bandits.

You find yourselves near the edge of the ruins of Fort Dalton. If local rumors are true the ruins are home to worshippers of a forbidden god. You, however, are here in search of bandits. Rumor from far off Mulmaster is that merchant barges and fisher folk have been waylaid on the River Lis and the River Dalton near the ruins.

For some of you gold may have been the draw to take on the dangers that these bandits portray. For others however, the ruins of Fort Dalton are rumored to hold many things of value lost and forgotten. What drew you to stop the bandits?

Who is interested in...arcane secrets in crumbled towers? Holy texts in blasted shrines? Forgotten knowledge in secret places? Searching for a loved one, mentor, or other person of note taken by the bandits? Ancient treasures amongst the rubble?

Allow the characters to choose from the suggested quests, below:

Arcane Secrets. You've read that Fort Dalton was particularly active in the arcane ways. It was known that several powerful arcanists made their home in the fort. You have in your possession an old map that has a few of these location marked and you've just come upon one. The top levels of the tower have collapsed, leaving the entrances blocked by massive stones. It will take some time to move the rubble to search more. The map shows no other useful information.

Holy Texts. The lord of Fort Dalton venerated many gods. To show his support of the myriad of gods that are worshipped across Faerûn he built a grand temple and a library to house a massive collection of holy texts. Unlike the library that was open for all to see the library was in a secret location. When the dragons razed the fort all who knew the library's location were killed in a blaze of draconic fury. Members of your order or church have tasked you with finding the lost holy texts. As you wander the ruins you find a set of stairs in what was once a richly appointed building. However, the stairs have collapsed

and would take some time to make serviceable to see where they lead.

Forgotten Knowledge. Fort Dalton was known to be a place of learning and knowledge in centuries past. Perhaps you seek the secrets of a particular smith, a book of codes by an ancient Harper, or some other piece of esoteric knowledge. Regardless of what you seek, the entire fort is little more than piles of rubble. As you find the location you sought, you realize it will take some time to see what lies beneath the detritus.

Searching for Someone. A loved one, mentor, or someone in a similar place in your life has gone missing recently and the bandits on the River Lis seem to be likely suspects. There are rumors of cults worshiping dark gods in the ruins of Fort Dalton, you hope your loved ones hasn't fallen to them and they're just being held for ransom by the bandits. Each time the character meets a lacedon or a prisoner roll a D20, on a roll of a 19 or 20 it is the individual they have been searching for.

Ancient Treasure. Fort Dalton was once a wealthy fort. You've been told that if one digs enough there are all manner of hidden gems and gold in the ruins.

Make note of what has primarily drawn each character's interest. These can be used throughout this adventure to more fully immerse the players in the events within.

PART 1: EXPLORING FORT DALTON

RAZED BY DRAGONS, FORT DALTON IS LITTLE MORE THAN BLASTED RUBBLE. Despite the reports there was little life in the ruins save animals. The wilderness has nearly reclaimed the once thriving city. Of note was the particularly loud sound of waves upon the old docks.

—Hawks Report to the High Blade DR 1490

The sprawling complex of Fort Dalton was laid to waste by a scourge of dragons hundreds of years ago. In the meantime the ruins have mostly been reclaimed by the wilderness; rubble is covered by moss, trees grow out of crumbled buildings, and cobblestones overtaken by thick grass. The fort feels more like a forest than a place where people lived.

OUTSIDE THE RUINS

To the north of the fort's ruins the River Dalton feeds into the River Lis, which is on the west side of ruins. The River Dalton comes from its source in the Flooded Forest to the southeast. The River Lis flows south from the Moonsea to the Sea of Fallen Stars.

GENERAL FEATURES

Fort Dalton has the following general features:

Weather. Rainy days and thunderstorms at night. Weather in Mulmaster was clear but the closer to the fort the storm has become heavier and more violent. Additionally, due to the heavy rain, anything over 30 feet away is lightly obscured, and all Wisdom (Perception) checks to see them are made with disadvantage.

Light. Dim light during the day, the nights are completely dark but dimly lit by the occasional bolt of lightning.

Sound. The sound of raindrops hitting every surface, the crack of thunder. Boots sloshing through mud.

ENCOUNTERS IN THE RUINS

Only one of the potential combat encounters should be run to stay within the suggested time limit for the adventure. If searching the ruins the DM has the option of which foes the characters face (The Mud Mephits or the Howling Patrols)

During or after an encounter the character should notice a dead elf in the vicinity, maybe the elf's murderers are standing over the body as the characters approach. Regardless of how, the elf is an aquatic elf, one of the party searching for the elf prince Ulatha Mesavir.

Characters with a 15 Passive Perception or greater feel like there are eyes upon them while in the ruins and especially on or near the river. A character succeeding at a DC 20 Wisdom (Perception) see a fleeting shadow some distance away or a head duck the waters of the river. These are the elves led by Musanna (see Aquatic Allies)

THE RIVER LIS

The River Lis is a wide, shallow, slow moving river. If the characters agree that they want a barge, they have one. As they near the ruins of the fort they are assaulted by two **crushing wave reavers**, each riding a **giant crab**. The giant crabs try and grab characters and escape to the cult's base, the Bathhouse. Should the characters prevail and decide to take a cultist captive, the cultists has the same information as the cultists in the Captive Cultist section.

ADJUSTING THE ENCOUNTER

If the party fights the Hawks, here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 1 crushing wave reaver and 1 giant crab.
- **Weak party:** Remove giant crabs.
- **Strong party:** Add 1 crushing wave reaver riding a giant crab.
- **Very strong party:** Replace 2 giant crabs with 3 crocodiles

MUDDY BANKS

If the characters decide to search along the muddy banks of the Lis River or the River Dalton they wade through reeds and cattails. Hiding in the river flora are two **lacedons**.

The lacedons each have flayed skin and attempt to drown the characters by holding them under water if they are paralyzed.

The lacedons are guarding a concealed passage that leads beneath the fort (see Part 3. Into the Maelstrom, below). The entrance is beneath an overhang in the riverbank and is heavily obscured by thick reeds. Any character that succeeds on a DC 25 Wisdom (Perception) check notices that the overhang is more than a simple carve out from the river. Beneath the earthen overhang and beyond the reeds within is an underwater tunnel that leads into the ruins.

ADJUSTING THE ENCOUNTER

If the party fights the Hawks, here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Replace lacedons with zombies
- **Weak party:** Remove two lacedons, add 3 zombies
- **Strong party:** Add 1 lacedon.
- **Very strong party:** add 4 lacedons.

INSIDE THE RUINS

Fort Dalton is a sprawling ruin. It's obvious that the buildings of the fort were of fine make and were once wealthily appointed, but that's all gone now, replaced by mud, weeds, and trees.

Despite the overgrowth of plant life, there are still signs that people once lived here, rusted wagon wheels and barrel hoops, lying in the middle of what ones was a street—their wooden components long since rotted away to nothing. A pane of stained glass serving as a sign for a business still hanging from an eave, miraculously intact after centuries of neglect.

Within the ruins are several locations of interest. If the characters ran into trouble on the river or the banks they can explore as time allows. If they haven't run into the cult yet, they can meet the Mud Mephits or the Howling Patrols at any of the following locations.

If characters have quests use the associated locations first and if time permits let them continue to explore.

TEMPLE OF ALL GODS

This temple was once a magnificent structure, housing shrines to most of the gods of Faerûn. Although it has been picked over by looters since its destruction a discerning eye may still find a bit of history.

Treasure. A character actively searching the temple that also succeeds on a DC 10 Intelligence (Investigation) finds a small stone box. Inside the box are a set of bone coins engraved with runes. The coins are worth 25gp but are also usable as the material component for the augury spell.

DALTON'S FOUNTAIN

This looks like it used to be a fountain, but is more of an overgrown pond now. Plants and shrubs grow at its edge and a steady stream of water forms a creek leading from the pond into the ruins. Water struggles out in fits and starts, coming forth from what once was a fountain head, but now just looks like featureless, cracked stone.

THE ROOKERY

Long ago Fort Dalton was home to a cadre of Griffon riders. During the assault by the dragons the rookery was one of the first places attacked. Powerful dragon magic turned everything that was in location to stone. There are buckets of stone (previously wood), stone wagons, stones that look like eggs, statues that look like griffons and their human and elven riders can be found scattered about the grounds, mostly broken, but one of them is whole and eerily life-like.

Treasure. The 6-foot-tall, 500 pound statue is worth 30gp and a 2 ½ foot long, 100 pound petrified griffon egg is worth another 10gp.

THE SPIRE OF GANISH

This metal rod sticks out of the foundation of what once was a tower. The rod is 6 inches in diameter and about 20ft tall, it's bent in the middle and stands at an angle. Small arcane markings cover the rod.

Treasure. A character that actively searches the area that also succeeds on a DC 15 Intelligence (Investigation) check finds a small crystal—an arcane focus—worth 10gp, buried in the rubble.

COLLEGE OF SONG

The building that stood here was completely burned to the ground, however the garden has taken on a life of its own. A stone bridge crosses a small creek and leads to a dais that may have served as the foundation of a gazebo next to a pond.

Treasure. The characters find an ancient journal (only slightly mildewy) within the gazebo that details life in Fort Dalton long ago, it is worth 10gp to a historian.

ENCOUNTERS INSIDE THE RUINS

During the course of their investigation, the characters may happen upon one or all of the following encounters:

A SPLATTER OF MUD MEPHITS

With the growing elemental node four **mud mephits** have escaped from the Elemental Plane of Water. They follow the commands of Karsev and Shelavassa, but delight in tormenting the rank-and-file cultists. At the Dungeon Master's discretion and depending on party strength, the characters may come upon the mephits tormenting a cultist by throwing mud at her, or may find them in any one of the above locations.

ADJUSTING THE ENCOUNTER

If the party fights the Hawks, here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** remove 2 mud mephits.
- **Strong or very strong party:** add 2 mud mephits.

CULT PATROL

There are not many Crushing Wave cultists in Fort Dalton, but they do manage to send out patrols. The patrols are from four **cultists** posing as history hunters through the ruins. They do not try to engage the characters in combat, instead attempt to flee and return to the bathhouse to tell Karsev. Any character that succeeds on a DC 15 Wisdom (Insight) check is able to see through their deceptions. Should the characters prevail and decide to take a cultist captive, the cultists has the same information as the cultists in the Captive Cultist section.

ADJUSTING THE ENCOUNTER

If the party fights the Hawks, here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove 3 cultists
- **Weak party:** remove 2 cultists.
- **Strong party:** remove 1 cultist add 1 lacedon.
- **Very strong party:** remove 1 cultist add 2 lacedons.

AQUATIC ALLIES

A small group of two **aquatic elves** led by **Musanna**, an aquatic elf warrior-priestess has been watching the group. They are in the ruins searching for their prince, Ulatha Mesavir—knowing that the cult has taken him. Once Musanna determines they the characters are not allied with the cultists (after the party has fought them or otherwise not been friendly) she approaches them in friendship.

A group of elves in surprisingly little clothing approach you from the ruins. These elves look different than many other elves you seen, their skin is a pale blue, their hair is blue, and their hands seem webbed. They have strange flaps of skin on their neck that pulse as they breathe. To a one they all look somewhat uncomfortable in their skin.

Instead of furs, feathers, and wood the elves wear jewelry made of shells and colorful corral. Instead of longswords and bows they carry short swords and harpoons.

"I am Musanna, follower of Istishia. We come in peace and common purpose. "

Musanna treats with the characters fairly, she wishes their aid to facilitate the safe return of Ulatha. In return for this she helps them however she is able. The elves know that the cult is based in the old Bathhouse. They have been repulsed when trying to gain entry a couple of times and lost warriors each time and in skirmishes in the ruins and along the river. She relates that the cult has been transforming prisoners into abominations of the waves, ghoulish lacedons, with foul rites bequeathed to

them by Olyhydra.

CAPTIVE CULTIST

Any cultists of the Crushing Wave can relate the following information:

- They are members of group, studying the history of Fort Dalton.
- They're searching for buried treasure and magic
- They're based in the old Bathhouse
- If one of the characters missed their Quest location, the captive cultist can point out the area as "proof "of what he's saying.

Any character succeeding at a DC 10 Wisdom (Insight) knows that the cultist is lying. The cultists are nearly fearless, but should a character succeed at a DC 20 Charisma (Intimidate) check the cultist reveals the following:

- They are member of the cult of the Crushing Wave
- They seek to free all water from its fleshy prison and cover all things with water.
- Karsev the Drowner and Shelavassa lead them in prayers to Umberlee and Olyhydra.
- The cult is performing rites to turn their prisoners into servants and protectors of their consecrated waters this evening.
- They were on a last sweep to check the ruins for intruders before the ritual started. They'll be starting it anytime now.

DEVELOPMENT

If any of the cultists or mephitis are able to get away from the characters they warn Karsev. If the characters do not act before the ritual to create more lacedons is complete, Karsev sends out another cult patrol, including a lacedon after the ritual.

PART 2: THE BATHHOUSE

THE BERINGEN BATHHOUSE IS A MAINSTAY OF THE WEALTHY RESIDENTS OF FORT DALTON. The bathhouse is also a shrine to the goddess Lliira and many of the attendants are acolytes of the goddess of joy. The acolytes warm water in great cauldrons behind the bath, mixing in special herbs and bring it to private rooms or common rooms with great pools. It is an experience that all should have, to relax in a Lliiran bath.

—Unknown,
a journal found in the ruins of Fort Dalton

The ruins of the bathhouse stand mostly intact compared to most of the buildings in Fort Dalton. Some walls and part of the ceiling have collapsed, but it's still recognizable as a building. The cult has cleared away much of the rubble in the area except the larger pieces.

Unless the characters are purposefully delaying, the cult will have only recently started the ritual when the characters approach the bathhouse.

GENERAL FEATURES

The bathhouse sits just a stone's throw away from the River Lis. It is made of white marble and is mostly intact, save for the south side of the building which is crumbled to ruin.

Ceilings. The ceiling are 10 feet high

Light. Torches and candles light the bathhouse fairly well.

Sound. The sound of rain, dripping water, and thunder echo in the bathhouse.

1. THE ENTRANCE

The face of the bathhouse is lined with marble columns. Set back from the columns is a doorway that once had double doors, but is now open.

If Karsev was warned about the characters there is a **cultist** watching from behind a marble column who runs in and warns Karsev that the intruders are there. To see the cultists a character must succeed in a DC 15 Wisdom (Perception) check

2. COOK AREA

Behind the bathhouse is the cook area. There is a small shelter set up to ward the cook against the elements. The fire pit is cold and swamped with water.

3. SLEEPING CHAMBERS

These rooms used to be private bath chambers, but the copper tubs were removed long ago and the cult uses it for sleeping chambers.

TREASURE

All together the characters recover the following from the rooms:

- Arcane Focus, Wand (wooden with a piece of coral on the end) worth 10 gp.
- Incense worth 25gp.
- Journal with notes of interest about the ruins.
- A silver tankard worth 5gp
- A healer's kit with four uses remaining.
- 52 gp in various coins.

4. RITUAL POOL

The sound of churning water nearly drowns out the chanting and crying that come from this room. Inside the eastern ceiling is collapsed, allowing wind, rain and lightning to be seen and felt from inside. The room is mostly filled by a half empty pool with a narrow walkway surrounding it. The pool is deeper in the center and shallower at each end.

Two prisoners are bound and tied together at the far end of the pool, sitting in water several inches deep being menaced by a handful of cultists wielding tridents.

In the center of the pool an unnatural maelstrom grabs at the robes of a half-elf that stands waste deep in the water. Chanting in a primordial language, hands plunged into the water, the priest seems enraptured as the maelstrom pulses with a preternatural light.

The priest's eyes snap up to meet yours as he finishes his profane prayer.

"Child of Olhydra, rise and perform your bonded duty." With that he points toward you and out of the water rises a waterlogged human with pale, leaky skin. The creature shambles toward you.

The creature is a **lacedon** and it charges the characters, attempting to paralyze them with its claws while **Karsev** orders two **cultists** to attack the characters. He then orders other cultists to continue the ritual with other prisoners and casts spiritual weapon on whomever appears to be the least armored spellcaster. He picks up his sentinel shield and weapon, and joins the fray.

Six cultists try and continue the ritual by taking a prisoner and drowning them in the maelstrom. A successful attack against one of the cultists performing the ritual kills them. If the cultists are not killed in four rounds another lacedon rises from the maelstrom. Three of the cultists are half-elves.

If Musanna and her elves are here, they do battle with the remaining six cultists. The elves kill cultists and take a few losses themselves, a costly battle. Prince Ulatha is not among the prisoners.

If any cultists are captured they know that:

- Prince Ulatha is in the "divine node" with the priestess Shelavassa.
- They have never been in the node, so cannot describe it or what else may be in there.

ADJUSTING THE ENCOUNTER

If the party fights the Hawks, here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove Karsev (one cultists acts as Karsev), replace the lacedon with 2 zombies
- **Weak party:** add 2 cultists (one acts as Karsev), remove Karsev
- **Strong party:** add 1 cultist add 1 lacedon.
- **Very strong party:** add 2 lacedons.

DEVELOPMENT

Retreat. If reduced to 10 hit points or less Karsev casts expeditious retreat and then flees into the center of the maelstrom.

From the Node. If characters are coming to this room from the elemental node adjust the encounter as necessary. Since the elves are not with them there are only four cultists instead of eight.

Prisoners. The prisoners are thankful for being rescued. Musanna pushes the characters to follow Karsev into the maelstrom.

TREASURE

If he is slain, the characters are able to retrieve Karsev's sentinel shield.

PART 3: INTO THE MAELSTROM

Characters can get into the elemental node in one of two ways, by finding the secret entrance from the banks of the River Lis or through the maelstrom in the bathhouse.

GENERAL FEATURES

Ceilings. The cave is roughly 30 feet high at its highest point.

Light. Small fish and other creatures that glow with phosphorescent light swim in the pool and some of the globules of water give plenty of light.

Sound. All sound in the room is muffled as if hearing it underwater.

Liquid. Any liquid in this room acts as if gravity has little to no effect on it. The pool's surface is irregular, each time a character splashes some water floats up. Blood droplets from a wound float. Even the characters' bodies feel as if they want to float away.

Sphere. The sphere in the center of the room is a portal to the Elemental Plane of Water. It shimmers with an alien light.

Elemental Node. While wearing their crushing wave pendants, Shelavassa, the merrow, and Karsev, if he's here, can all step from the pool, to one bubble of water to another, seemingly teleporting between them. They must be in a pool or bubble to use the misty step spell with a recharge chance (5-6). The pendants also allow teleportation to the bathhouse maelstrom. Any magic fades within a day if removed from the elemental node.

ENTRANCE VIA THE SECRET PASSAGE

You're swept down the dark corridor of rushing water and spit out into a 20-foot fall, to splash down into a cave pool. The pool is lit by phosphorescent fish that swim to and fro. You wipe water from your face again, thinking you have water in your eyes as you see amorphous globules of water floating throughout the cave, some of them inhabited by the same glowing fish that in the pool. These water globules range anywhere from the size of a small drop to ten feet across and they undulate as they bob lazily through the air. In the center of the cave a perfect sphere of water is suspended in midair, glowing with a greenish-blue light.

Movement distracts you from your vision, you see a female elf with pale skin, blackish green hair and green eyes which have a phosphorescent glow. The elf is in the pool near a small piece of dry land. Next to her is another elf, this one has skin that is a pale blue with blue hair but is bound tightly by leather straps, rendering him unable to move.

ENTRANCE VIA THE BATHHOUSE MAELSTROM

You jump into the maelstrom, expecting to hit the bottom of the pool, but you do not. Instead you find yourself momentarily suspended in an amorphous bubble of water. Beyond the bubble you are in you can see that you are in a cave with a waterfall, although the water is not falling as much as it's floating down. A small glowing fish swims near you, glowing with a pale light. There are other water globules here, range anywhere from the size of a small drop to ten feet across and they undulate as they bob lazily through the air. In the center of the cave a perfect sphere of water is suspended in midair, glowing with a greenish-blue light.

Movement distracts you from your vision, you see a female elf with pale skin, blackish green hair and green eyes which have a phosphorescent glow. The elf is in the pool near a small piece of dry land. Next to her is another elf, this one has skin that is a pale blue with blue hair but is bound tightly by leather straps, rendering him unable to move.

If characters are in the globules of water they can effortlessly swim out of them, falling harmlessly into the pool below.

The elf in the pool is **Shelavassa**, a follower of Olyhydra. The bound elf is Ulatha Mesavir (an **aquatic elf**). If Karsev did not escape from the Ritual Pool, Shelavassa tries and parlay with the characters, maneuvering them between her and the portal in the center of the room.

ROLEPLAYING SHE LAVASSA

Shelavassa pragmatic and willing to give up what she may need to, to preserve the growing node. She gives up Prince Ulatha if it means the characters will leave.

DEVELOPMENT

If discussion fails Shelavassa summons a **merrow**, to aid her in combat against the characters.

If Musarra and the elves are with the characters a **second merrow** is summoned whom the elves battle on their own. Musarra immediately moves to free Prince Ulatha. Then help the elves battle the merrow.

If Karsev was able to escape the characters (see Part 2, above) then the merrow is in the room and Karsev has had three rounds to heal himself using whatever 1st-level spell slots he has available to cast cure wounds. In this case, a second merrow is not summoned if Musarra and the other elves are present. Musarra moves to free Prince Ulatha, and the elves move to assist the characters.

ADJUSTING THE ENCOUNTER

If the party fights the Hawks, here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the Merrow and add a Zombie
- **Weak party:** remove the Merrow, add a lacedon
- **Strong party:** add 1 Merrow
- **Very strong party:** add 1 Merrow and 1 Priest (us Karsev's stat block).

TREASURE

Shelavassa carries a large purse containing various coins and gems worth a total of 80 gp. She also wears an amulet made of polished coral engraved with the symbol of the Crushing Wave worth 10 gp. She also carries a wave-bladed dagger with a handle made of sharkskin-wrapped coral worth 50 gp.

A chest in this room contains a silver sextant (40 gp), water-resistant paper and ink (24 gp) inside a water-proof scroll case (10 gp). The scroll case also contains a scroll of absorb elements and a scroll of augury.

CONCLUSION

The Elemental Node begins to fail if Shelavassa is not there to continue her rituals. After ten days the cave returns to normal and the portal fades to nothingness.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Giant crab	25
Crocodile	100
Crushing Wave reaver	100
Lacedon	200
Mud mephit	50
Karsev the Drowner	450
Shelavassa	450
Merrow	450
Aquatic elf	100

The **minimum** total award for each character participating in this adventure is **225 experience** points. The **maximum** total award for each character participating in this adventure is **300 experience** points.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Bone Coins	25
Stone griffon egg	10
Arcane crystal focus	10
Ancient journal	10
Arcane Focus, Wand	10
Incense	25
Silver tankard	5
Cultists Treasure	52
Shelavassa's pouch	80
Crushing Wave pendant	10
Shelavassa's chest	74
Ceremonial Dagger	50

POTION OF GREATER HEALING

Potion, uncommon

A description of this item can be found in the Dungeon Master's Guide.

POTION OF HEALING

Potion, common

A description of this item can be found in the Player's Handbook.

SPELL SCROLL: ABSORB ELEMENTS

Scroll, uncommon

This spell contains a single absorb elements spell. A description of spell scrolls can be found in the Dungeon Master's Guide. The description of the absorb elements spell can be found in the Princes of the Apocalypse adventure in Appendix B or in the Elemental Evil Player's Companion.

SPELL SCROLL: AUGURY

Scroll, uncommon

This spell contains a single Augury spell. A description of spell scrolls can be found in Dungeon Master's Guide.

SENTINEL SHIELD

Armor (shield), uncommon

This oblong shield has an obvious eye motif with several eyes on its surface that occasionally blink. A description of this item can be found in the Dungeon Masters Guide.

RENOWN

All faction members earn **one renown point**.

DOWNTIME

Each character receives **10 downtime days** at the conclusion of this adventure.

QUESTS & DOWNTIME USES

For those characters who had quests that related to the ruins special downtime activities are available to them for this adventure only. Each character can only perform one of these downtime activities, and then only once. Record this as a story award on the characters logsheet.

Ancient Treasure. Any character can spend days searching for ancient treasure in the ruins. A character rolls percentile dice and adds the number of days spent on this downtime activity (max 30), then compares the total to the Ancient Treasure Results table below. Record this as a story award on the characters logsheet.

d100 + Days Ancient Treasure Results

01-25	You dig and dig, but come up with little of value. No wonder you're an adventurer instead of a laborer. You find 1d6 bent copper pieces and gain 4 levels of Exhaustion, you can spend 4 Downtime days to remove the associated penalties before your next adventure.
26-50	Searching the ruins and clearing rubble is hard work. You find saleable silverware worth 1d10 sp.
51-60	Your hard work has paid off! You find ancient jewelry, a silver ring worth 1d6 x 5 gp.
61-70	Digging through the rubble nets you a golden brooch of a griffon head worth 2d6 x 5 gp.
71-80	Uncovering a secret cache you find a silver statuette of worth 2d8 x 5 gp.
81-90	You find a matching pair of earrings and an amulet, it was attached to a pile of bones, but they'll never miss it, worth 2d6 x 10 gp.
91-100	You've hit the motherlode, you find a stash of mixed gems worth 3d10 x 10 gp.
101-109	In a small lockbox you find 1d6 x 10 gp and a <i>potion of healing</i> .
110-119	In a crypt beneath the fort you find 2d6 x 10 gp and a <i>potion of healing</i> .
120 or higher	Just lying on the ground in plain sight you find a leather satchel, inside the satchel is a <i>potion of greater healing</i> and a metal scroll tube that seems to be magically sealed. On the tube, it says, "Reward if returned to Fai Chen's Fantastical Fair!"

Arcane Secrets. Within the ruins, you locate an ancient arcane text. If you spend 10 downtime days conducting reading and contemplating on its contents, you may invoke its teachings at any point in the future; providing a 1d4 bonus to a single spell attack roll or a 1d4 penalty to the saving throw of any spell you cast against a member of the Cult of the Crushing Wave or their allies. Remove this story award from your adventure logsheet once it's been used.

Bathe in the Chaos of the Water Node. As you attune yourself to the energies of the Water Node, you see visions of the future, visions of you battling agents of the Cult of the Crushing Wave. If you spend 10 downtime days attuning with the node, you may invoke its power at any point in the future to gain a 1d4 bonus to any single attack roll against a member of the Cult of the Crushing Wave or their allies. Remove this story award from your adventure logsheet once it's been used.

Forgotten Knowledge Quest. Within the ruins, you locate a rare tome. If you spend 10 downtime days conducting reading and contemplating on its contents, you may later invoke its teachings at any point in the future; granting advantage to any skill check used against a member of the Cult of the Crushing Wave or their allies. Remove this story award from your adventure logsheet once it's been used.

Holy Text Quest. Within the ruins, you locate a holy text. If you spend 10 downtime days conducting reading and contemplating on its contents, you may later invoke a holy blessing at any point in the future; providing a 1d4 bonus to a single allied creature within 30 feet of you to any single ability check, attack roll, or saving throw against a member of the Cult of the Crushing Wave or their allies. Remove this story award from your adventure logsheet once it's been used.

Performing Sacred Rights. You perform rites to cleanse the bathhouse of the cult and put the lacedons to rest. If you spend 10 downtime days conducting sacred rituals, you may invoke a holy blessing at any point in the future; gaining a 1d4 bonus to any single saving throw made against a member of the Cult of the Crushing Wave or their allies. Remove this story award from your adventure logsheet once it's been used.

FAVORS AND ENMITY

The characters have the opportunity to earn the following story reward during the course of play.

Missing Loved One. You have not found your missing loved one as of yet. Anytime you encounter a captive humanoid or an undead creature, roll a d20. On a roll of a 20 you find your loved one. Gain 100 XP and then cross off this bonus from your character sheet!

DM REWARDS

You receive **200 XP**, **100 gp** and **10 downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

GIANT CRAB

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

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

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

CROCODILE

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

CRUSHING WAVE REAVER

Medium humanoid (human), neutral evil

Armor Class 14 (shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	8 (-1)

Skills Athletics +4, Stealth +4

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Sharktoothed Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. Against a target is wearing no armor, the reaver deals an extra die of damage with this sword.

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

LACEDON

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft., swim 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MUD MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

ACTIONS

Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 4 (1d6 + 1) bludgeoning damage.

Mud Breath (Recharge 6). The mephit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CULTIST

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

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

ACTIONS

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

KARSEV THE DROWNER

Medium humanoid (half-elf), chaotic neutral

Armor Class 18 (scale armor and shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages Common, Primordial

Challenge 2 (450 XP)

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

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

Watery Step (Recharge 5-6). When in the Elemental Node, Karsev can use a bonus action to teleport between the pool and the floating globules of water or between two globules of water.

Spellcasting. Karsev is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). He has the following cleric spells prepared:

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

1st level (4 slots): *command, inflict wounds, shield of faith*

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

ACTIONS

Multiattack. Karsev makes two melee attacks.

Hand fork. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.

MUSANNA

Medium humanoid (elf), neutral good

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Medicine +6, Persuasion +2, Religion +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Elven

Challenge 2 (450 XP)

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

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

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

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

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

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

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

ACTIONS

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

AQUATIC ELF

Medium humanoid (elf), chaotic good

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +7, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Elven

Challenge 1/2 (100 XP)

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

Keen Hearing and Sight. The aquatic elf has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The aquatic elf makes two melee attacks or two ranged attacks.

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

Harpoon (Javelin). *Ranged Weapon Attack:* +5 to hit, range 30/120, one target. *Hit:* 6 (1d6 + 3) piercing damage.

SHELAVASSA, CRUSHING WAVE PRIEST

Medium humanoid (human), neutral evil

Armor Class 13 (chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Skills Deception +5, Religion +2, Stealth +2

Senses passive Perception 10

Languages Aquan, Common

Challenge 2 (450 XP)

Spellcasting. The priest a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell appears in this appendix):

Cantrips (at will): *chill touch, mage hand, minor illusion, prestidigitation, ray of frost*

1st level (4 slots): *expeditious retreat, ice knife,* magic missile, shield*

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

3rd level (2 slots): *sleet storm*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

ICE KNIFE*

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of water or piece of ice)

Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

MERROW

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

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

DM APPENDIX: NPC SUMMARY

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Karsev the Drowner (KAR-seff). Human male, Priest of Umberlee. Karsev is infatuated with Shelavassa and the promises of Olhydra.

Musanna (MOO-san-na). Elven Priest-Warrior. Musanna worships Istishia; an elemental god of waves. She is fierce and determined to find her prince.

Shelavassa (SHAY-luh-VAS-sa). Priestess of Olhydra. Shelavassa is pragmatic and wishes to maintain what she has built.

Ulatha Mesavir (OO-lah-thuh MESS-uh-veer). Elven noble. Ulatha was captured by Shelavassa and her cult.

RESULTS CODE: JUNE-JULY 2015

If you are DMing this adventure during the months of June or July 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

